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# BANJO-KAZOOIE



**Banjo-Kazooie**  
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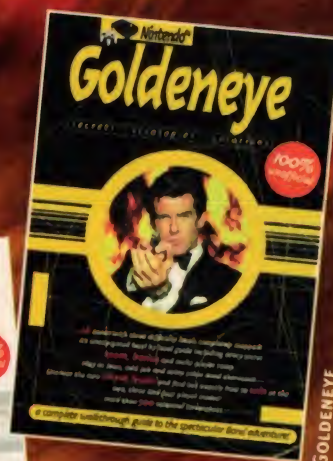
### The Books



SUPER MARIO 64



LYLAT WARS



GOLDENEYE

Turn to  
page 90 to  
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# 64

volume 16

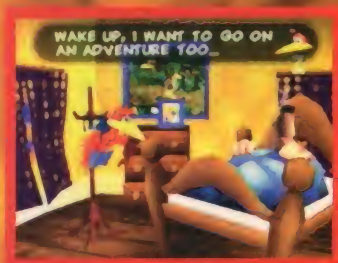
magazine

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# BANJO-KAZOOIE





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N<sup>64</sup> Welcome!

## It Pays To Be Patient

ALL OF A SUDDEN, THE N64 MARKET IS set for a dramatic upturn. *Banjo-Kazooie* arrived this issue and turned out to be even better than anyone had expected (and since it was a Rare title, we already had pretty high hopes for it); *Mortal Kombat 4* proves that the N64 can handle a decent fighting game; the Japanese version of *ISS '98* moves the goalposts once again for what a great sport sim should be like; *All-Star Baseball* stunned us with its combination of playability (even of a weird American sport) and spectacular visuals.

It's not going to stop, either. Due to drop into our cartridge slots over the next few months are *F-Zero X*, *Turok 2*, *Body Harvest* and *Wipeout 64*, all of which push the boundaries of what the N64 can do in their own different ways, and after that we can look forward to *F1 World Grand Prix*, *Perfect Dark* and – dare we hope? – the *Titanic* of videogames, *Zelda 64*.

We've certainly had to wait long enough, but after more than two years, developers have finally got to grips with the N64's powerful but complicated innards and have started to produce games where quality is the rule, not just the exception.

If you want proof of this, compare the early N64 titles – even Nintendo's own – to what's appearing now. Then imagine what developers will be coming up with this time next year. If you think the games of today are awesome, you'd better get a 100,000 mile service on your adrenaline glands before next year – you don't want to overstress them.

There are still a few gaps in the N64's software line-up – *MK4* may be good, but it's still no *Tekken 3* or *SF Alpha 2*, and for high-speed racing thrills Nintendo's machine is still lagging behind the PlayStation. But with the standards rising so high in other areas, there's no reason to believe this situation will remain the same for long.

The patience of N64 gamers is about to be rewarded...

ANDY McDERMOTT, EDITOR

# the 64 showcase

news  
peripherals  
advice • hot new  
items of interest



## COOL YOUR J



**MORE NEWS ON RARE'S *JET FORCE Gemini*!** We had a bit of info on this new game in last issue's E3 report, but because the game was only shown on a brief video clip we couldn't say much about it.

The plot of *Jet Force Gemini* has the evil Mizar (why are villains always evil? Why aren't there any who are just a bit insensitive?) trying to take over the entire galaxy, with the help of his countless insectoid minions.

Only three people – well, two people and their dog – can stop Mizar's advance. Juno, Vela and carnage-committing canine Lupus make up the titular twin-related Jet Force, and it's down to them to blast Mizar and his bugs straight to hell!

The all-action shoot-'em-up takes place across a number of 3-D worlds, and players have to switch between the three main characters – each of whom has different special abilities – to uncover secret areas and solve puzzles that block the team's



Screenshots courtesy of Rare.





# F1NGS ARE LOOKING GOOD



A TEAM JORDAN CAR, SANS MELINDA MESSENGER.



**F1 WORLD GRAND PRIX**, BEING PROGRAMMED BY Pilotwings developers Paradigm for Video Systems, has now been picked up by Nintendo for release in Britain and America. The impressive-looking game should go on sale at the end of July in the States and possibly as early as August over here, assuming Nintendo manage to get Bernie Ecclestone to sign on the dotted line.



# ETS!



**LUPO THE DOG**, THE CUDDLY CANINE MEMBER OF *JET FORCE GEMINI*. IF THE WORST COMES TO THE WORST, HE CAN ALWAYS PEE ON AN ENEMY'S LEG!

progress. Rare promise some ridiculously destructive weapons, the explosive results of which you can see in some of their shots here, and the option for players to set the AI of the enemies from cannon-fodder-dumb to exoskeletal-Einstein.

On top of all that, there will also be multiplayer modes – caring sharing



types can play through *Jet Force Gemini* in a co-operative mode, while those with itchy trigger fingers and a penchant for inflicting pain on their friends in *Goldeneye* and roshambo evenings can unleash improbable weapons on each other in the deathmatch game.

We'll have more on *Jet Force Gemini* soon!



## This Is Us, Right

ALL THESE PEOPLE CONTRIBUTED IN SOME WAY TO THE MAKING OF THIS HERE PERIODICAL. JUST DON'T FEED THEM AFTER MIDNIGHT.

### Andy McDermott

The editor speaks. There's a new Gold Medal game. *Banjo-Kazooie*. Hey, that was a haiku! Too much *Puzzle Dama*, no doubt.



### Roy Kimber

"I'm not raising my voice!" bellows the puppy-loving lug whenever the *PowerStation* boys ridicule him. Ears bleed frequently.



### Stuart Wynne

The cryo-pod cracks open. Dry ice vapours waft out. A hand passes us a disk of text. The pod closes. Stuart returns to cyberspace.



### Ryan Butt

He might be the editor of a PlayStation magazine, but he knows which machine he prefers to play the best games!



### Stuart Taylor

By day he deals with reports of aliens, so Stu was the obvious choice to review strange foreign sports like baseball.



### Russell Murray

Before he'd even finished mapping *Yoshi's Story* for 64 *Solutions*, Russ was forced to start on *Banjo-Kazooie*. Ouch!



### Loz Cooper

Is that a haircut we see? It is, unfortunately, because now we can see more of his face. The bells, the bells!



### Nick Trent

Terror for the Trentster when the *PowerStation* guys moved a monitor, meaning Nick had to look at Roy for an afternoon!





## 64

NEWS  
NUGGETS

**GAP-TOOTHED BRAZILIAN SOCCER** sensation Ronaldo has been signed by France – not for the national team, but by Infogrames, who plan to release a Ronaldo-starring football game later this year... Take 2 Interactive are to bring out *4x4 Mud Monsters*, a monster truck racing game programmed by Gathering Of Developers (GOD), which includes former coders from the likes of Iguana and Paradigm... Australian softco Beam Software may convert PC title *DethCarz*, a Mad Max-style racer, to the N64. GT Interactive will be distributing the game late next year... Mike Piazza's *Strike Zone* is now unlikely to get a UK release, on the understandable grounds that nobody over here plays baseball...

EARTHBOUND  
CART  
BOUND

HIGH ON THE LIST OF 'WOW, GEE, WE never expected *that*' news items comes the announcement that *Earthbound*, otherwise known as *Mother 3*, has been moved from 64DD to cartridge. *Earthbound*'s new silicon home will be the same size as *Zelda 64*, 256Mbits (32 Mb) – half the size of its intended 64DD disk.

This is good news for Western gamers, because the transfer to cartridge vastly increases the game's chances of receiving an English translation. *Earthbound* will be the machine's first 'traditional' RPG, as opposed to the action-oriented approach of *Zelda* and *Quest 64* (see page 52); although the world and



"I'LL JUST WITTER ON IN JAPANESE, THEN."

characters are presented in 3-D, the story progresses more like *Final Fantasy VII*, with multiple characters, problems to solve and a plot stretching over several years.

On the other hand, it's another nail in the coffin for the 64DD, since *Earthbound* was intended to be one of the leading games for the new add-on. Although Nintendo promise a mission disk that will add new adventures to the cartridge version, this is likely to be a Japan-only release – assuming the 64DD is ever launched.

TANX A  
MILLION

REMEMBER 3DO, THE CONSOLE THAT was supposed to take over the world but turned out to be as big a duffer as the Atari Jaguar? 3DO, the company, has realised the error of its ways and has switched to making games instead of overpriced, underspecified hardware, and their first N64 title will be *BattleTanx*.

Set in a post-apocalyptic future where a small number of surviving women called Queen-Lords rule over armies of men, opposing tribes roam through ruined cities looking for women – the more women a tribe has, the more power it holds. The chosen weapon of all the tribes is... the tank.

Tanks being what they are, huge heavy objects with massive guns, you'd expect a fair bit of destruction. And you'd be right. The buildings in each city aren't just obstacles – they can be blown apart to make impromptu escape routes and reveal secret areas. The tanks can be powered up with all kinds of weapons, from flamethrowers to railguns, and for maximum sterility potential there's even a nuke that can flatten half a city!

*BattleTanx* will also have a battle mode, with up to four players pumping armour-piercing rounds into each other. Sounds like fun! Unfortunately, we'll have to wait until next year before we can hear the heavy metal thunder.



BUILDINGS CAN BE DEMOLISHED WITH IMPUNITY IF YOU DRIVE A TANK!

THE GIZMOS  
GADGETS

## ASCIIWHEEL 64

£40 (TBC) • ASCII • (01273) 821104

There seem to be almost as many steering wheels for the N64 as there are driving games. ASCII's new wheel is a little different from the others on the market, dispensing with pedals altogether in favour of a more compact desktop unit.

It's no surprise that the ASCIIWheel 64 comes from Japan, where space is at a premium – the footprints of some N64 wheels would probably fill most Akihabara game shops! The whole unit folds into a space not that much bigger than an

N64, which should come as a relief for those with cramped rooms.

By chucking out pedals, ASCII's wheel doesn't suffer from the hassles of control reallocation like most of its competitors – all the buttons are right there on the wheel itself. Only the L button is out of immediate reach, but how many games use it in play?

We tested it with our usual bunch of games – *Mario Kart*, *Diddy Kong Racing* and *Top Gear Rally*. We have yet to find a single wheel that adds



anything to *TGR* (they all make the cars insanely over-responsive), but on *Mario* and *Diddy* it performed very well. Having the up-down analogue control right under your thumb is the best positioning on any wheel, and makes *Diddy* a snap to play.

The ASCIIWheel is as good as any N64 wheel around, and its small size (and low price) makes it a top choice for space-starved and price-conscious racers.

**64 MAGAZINE RATING:**





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You can win a £50 voucher to spend at your local GAME shop – that's more than enough for *Goldeneye*, *Mario* or *Banjo-Kazooie*! All you have to do is use your powers of divination to predict the top three games in next issue's chart and send your predictions to *Chart Compo*, 64 MAGAZINE, Paragon House, St Peter's Road, Bournemouth BH1 2JS!

## CRUIS'N FOR A BRUIS'N

WHAT THE DUH? NINTENDO HAVE gone completely insane, pushing back the Western release of *F-Zero X* to October in the States, November over here, so that they can drop in, er... *Cruis'n World*.

While we can understand the logic behind this – nobody would want to buy *Cruis'n World* if they could already get *F-Zero* instead – there is a slight problem in that, based on what we saw at E3 last issue, *Cruis'n World* is pants.

Should you want to buy *Cruis'n World*, you'll be able to buy it this month. But then, you'll be able to buy *Banjo-Kazooie* this month as well, and we know which one we'd spend our hard-earned on. Clue: it's the one with the bear and the bird.

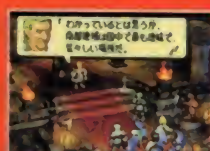
All is not lost – we'll have the first review of the Japanese version of *F-Zero X* next issue!



## OGREGASM

WARGAMERS WHO HAVE FELT LEFT OUT BY THE N64'S LACK OF STRATEGY-minded software could be in for a treat when Japanese company Quest release *Ogre Battle 3* later this year. The game is a fantasy battle title, where armies of knights, wizards, dragons and – yes! – ogres fight to the death. As supreme commander, the player has to organise his magical legions and build up their powers through a mix of training and bloody combat.

At the moment, no Western publisher has snapped up *Ogre Battle 3*, so unless somebody gets moving fast there may be an awful lot of Japanese text to hack through!



## 64 CHARTS

magazine

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## CHART COMMENT

As I write, England have just beaten Columbia to go through to the second round of the World Cup, so it's no surprise that EA's game is still over the moon. *Forsaken* has jumped in right behind it, with *Goldeneye* still clinging on to the third position. Good results for the low-priced pair of *ISS 64* and *Wetrix* as well.

Konami's *Mystical Ninja* drops sharply; presumably the hardcore adventure gamers all bought it in

its first month on sale.

Surprisingly, *Quake* continues to plunge as well – perhaps classic status on the PC doesn't count for much on the N64! *Diddy Kong Racing*'s drop down the charts is also a bit unexpected as well.

As for next month's chart, who knows? *Banjo-Kazooie* isn't due out until just after issue 17 goes to the printers, so will *World Cup '98* continue to dominate? Find out next issue!

| THIS MONTH | LAST MONTH | GAME                         | PUBLISHER      | 64 MAGAZINE SCORE |
|------------|------------|------------------------------|----------------|-------------------|
| 1          | 1          | WORLD CUP '98                | EA SPORTS      | 93%               |
| 2          | –          | FORSAKEN                     | ACCLAIM        | 93%               |
| 3          | 3          | GOLDENEYE                    | NINTENDO       | 95%               |
| 4          | 5          | ISS 64                       | KONAMI         | 93%               |
| 5          | –          | WETRIX                       | INFOGRAMES     | 86%               |
| 6          | 4          | YOSHI'S STORY                | NINTENDO       | 79%               |
| 7          | –          | KOBE BRYANT IN NBA COURTSIDE | NINTENDO       | 85%               |
| 8          | 2          | MYSTICAL NINJA               | KONAMI         | 85%               |
| 9          | 10         | SUPER MARIO 64               | NINTENDO       | 92%               |
| 10         | –          | RAMPAGE WORLD TOUR           | GT INTERACTIVE | 80%               |
| 11         | 7          | WCW VS NWO                   | THQ            | 83%               |
| 12         | 14         | MARIO KART 64                | NINTENDO       | 78%               |
| 13         | 8          | DIDDY KONG RACING            | NINTENDO       | 86%               |
| 14         | 15         | SNOWBOARD KIDS               | NINTENDO       | 83%               |
| 15         | 16         | DUKE NUKEM 64                | GT INTERACTIVE | 84%               |
| 16         | 9          | QUAKE 64                     | GT INTERACTIVE | 88%               |
| 17         | 6          | EXTREME G                    | ACCLAIM        | 80%               |
| 18         | 18         | SHADOWS OF THE EMPIRE        | NINTENDO       | 58%               |
| 19         | –          | BUST-A-MOVE 2                | ACCLAIM        | 91%               |
| 20         | 11         | TOP GEAR RALLY               | NINTENDO       | 85%               |



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# GAMEWATCH

**IF YOU WANT TO KNOW WHAT GAMES ARE ON THE** way for your N64, there's only one place to look – 64 MAGAZINE's Gamewatch section, produced in association with Department 1. This list is the most comprehensive and up-to-date you'll find anywhere! It covers games from all around the world, whether in the UK or upcoming imports

from Japan and the USA. If there's a Nintendo 64 game that you're looking forward to, check with Gamewatch first – it's the most accurate release list anywhere in the world!

Release dates are subject to change without notice.  
Hey, don't blame us – we don't make the things!

10

| Game  | Region | Release Date | Game                       | Region | Release Date | Game  | Region | Release Date |
|---|--------|--------------|----------------------------|--------|--------------|---|--------|--------------|
| 1080° Snowboarding  | UK     | 1-11         | F-Zero 64                  | Jap    | 14-7         |  |        |              |
| 4x4 Mud Monsters  | US     | 20-1-99      | F-Zero 64                  | US     | 1-9          |  |        |              |
| Action Bomberman  | UK     | 5-10         | Gex 2                      | US     | 26-8         |   |        |              |
| Aero Gauge  | UK     | 1-6          | Glover                     | US     | 3-11         |   |        |              |
| Airboardin' USA   | US     | 20-9         | GT Racing                  | UK     | 10-7         |   |        |              |
| Banjo-Kazooie   | UK     | 31-7         | GT Racing                  | US     | 20-7         |   |        |              |
| Battletanx  | US     | 20-10        | Holy Magic Century         | UK     | TBC          |   |        |              |
| Bio Freaks  | UK     | 1-10         | Hybrid Heaven              | UK     | 1-12         | Road Rash 64  | UK     | 31-12        |
| Bio Tetris  | Jap    | TBC          | ISS '98                    | UK     | 5-10         | Roadsters '98   | US     | 20-10        |
| Bombberman Hero   | US     | 29-9         | ISS '98                    | US     | 20-8         | Rugrats   | US     | 20-1-99      |
| Buck Bumble   | UK     | September    | Iggy's Reckin' Balls       | UK     | August       | Rush 2: Extreme Racing  | US     | 28-10        |
| Buck Bumble   | US     | 1-10         | Iggy's Reckin' Balls       | US     | 12-8         | SCARS   | US     | 2-11         |
| Caesar's Palace   | US     | 20-8         | In Fisherman's Bass Hunter | US     | 20-1-99      | Sim City 64   | UK     | 1-11         |
| Castlevania 64  | UK     | 27-8         | John Madden '99            | US     | 16-9         | Space Race  | UK     | December     |
| Castlevania 64  | US     | 20-11        | Major League Soccer        | US     | 20-7         | Space Station: Silicon Valley   | US     | 20-10        |
| Chopper Attack  | UK     | August       | Micro Machines             | UK     | November     | Star Soldier: Vanishing Earth   | Jap    | 10-7         |
| Chopper Attack  | US     | 17-6         | Micro Machines             | US     | 9-12         | Super B Daman   |        |              |
| Choro Q 64  | Jap    | TBC          | Milo's Astro Lanes         | US     | 20-11        | Battle Phoenix  | Jap    | 24-7         |
| Cruis'n World   | UK     | 1-7          | Mission Impossible         | UK     | 28-8         | Superman  | UK     | December     |
| Cruis'n World   | US     | TBC          | Mission Impossible         | US     | 1-7          | Superman  | US     | 20-8         |
| Deadly Arts   | UK     | TBC          | Mortal Kombat 4            | UK     | 25-6         | Super Robot Spirits   | Jap    | 17-7         |
| Deadly Arts   | US     | 20-7         | NASCAR '99                 | US     | 23-9         | Tonic Trouble   | UK     | August       |
| Donkey Kong 64  | UK     | 31-12        | NBA FastBreak              | US     | TBC          | Tonic Trouble   | US     | 1-7          |
| Earthworm Jim 3D  | US     | 20-9         | NBA Jam '99                | US     | 14-10        | Top Gear Overdrive  | UK     | 31-12        |
| Extreme G 2   | UK     | 1-10         | NFL Blitz                  | US     | 30-9         | Turok 2   | UK     | 1-12         |
| Extreme G 2   | US     | 20-10        | NFL Quarterback Club '99   | US     | 26-8         | Turok 2   | US     | 7-10         |
| F1 Racing   | US     | 1-12         | NHL Breakaway '99          | US     | 20-11        | Twelve Tales: Conker 64   | UK     | TBC          |
| Fox Sports Hoops  | US     | 10-11        | NHLPA Hockey '99           | UK     | November     | Twelve Tales: Conker 64   | US     | 29-10        |
| F-Zero 64   | UK     | 28-10        | Nightmare Creatures        | UK     | TBC          | Twisted Edge Snowboarding   | UK     | 5-10         |
|  |        |              | Nuclear Strike             | UK     | 31-12        | Twisted Edge Snowboarding   | US     | 4-11         |
|   |        |              | ODT                        | UK     | 20-2-99      | Virtual Chess   | US     | 2-6          |
|   |        |              | Off Road Challenge         | US     | 30-6         | VR Pool 64  | US     | 20-10        |
|   |        |              | Penny Racers               | UK     | TBC          | V-Rally 64  | UK     | 30-10        |
|   |        |              | Penny Racers               | US     | 26-10        | Waialae Country Club:   |        |              |
|   |        |              | Playmobil                  | US     | 20-10        | True Golf Classic   | US     | 28-7         |
|   |        |              | Predator Racing            | US     | 1-10         | WCW Vs NWO: Revenge   | US     | 12-10        |
|   |        |              | Quake II                   | UK     | December     | Wipeout 64  | UK     | 31-12        |
|   |        |              | Rakuga Kids                | Jap    | 23-7         | Wipeout 64  | US     | 16-11        |
|   |        |              | Rally Racing               | US     | 19-11        | World Grand Prix  | US     | 27-7         |
|   |        |              | Rat Attack                 | US     | 20-11        | WWF: Warzone  | US     | 29-7         |
|   |        |              | Rayman 2                   | US     | 16-11        | Zelda 64  | UK     | November     |
|   |        |              | Rev Limit                  | UK     | 1-8          | Zelda 64  | Jap    | September    |
|   |        |              |                            |        |              | Zelda 64  | US     | 24-11        |

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# When I'm

# 64

12

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Bournemouth, BH1 2JS

### By email:

64mag@paragon.co.uk

Letters almost certainly will be edited for length and other reasons. All letters are read, but personal correspondence will not be entered into, even if you include an SAE, so don't!

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The best letter each issue wins all this N64 stuff! What more incentive do you need?

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## NO, NOT PRICE AGAIN!

DEAR 64 MAGAZINE,

I must admit, as reader of several N64 magazines, the speech in issue 14 on page six was absolutely brilliant. Every single word you printed was truthful, your comments about other magazines are very realistic and after frantically searching through them I saw the light! I discovered you were the magazine I wanted, to infinity and beyond. I thought the article was very honest and it must have taken an awful lot of balls to print it.

Mind you, I've noticed that whenever anybody mentions your magazine at a lower price, you



either ignore it or you... ignore it. Why are you scared to talk about the expensive price of your mag?

ADAM KELWICK, SHEFFIELD

Ah, the price of the mag – hey, look! Over there! It's the Goodyear blimp!

Actually, because 64 MAGAZINE was the first N64 mag on the market and because the N64 was, at its launch, a premium-priced machine, the cover price was set accordingly, and it's sort of, um, stayed that way. I did ask the bosses about cutting the price to £1.50, but they hit me with a fish. We're looking into the possibility of bringing the price down at a future date.

CHANGES abound in the letters section – SHORTER letters, MORE of 'em and only ONE prizewinner per issue. But WHAT a prize!

## DEMON SEEDS

DEAR 64 MAGAZINE,

Nintendo's 'Kiddie Console' policy is a bag of shite. They seem to want a lot of games that are easy to complete (*Yoshi's Story*, *Mario 64*, *Mario Kart*, *Lylat Wars*) and are also encouraging third-party developers to do the same (*Blast Corps*, *Twelve Tales*, *Conker 64*, *Rampage*) so they will be attractive to the younger generation (7-12 year olds). I think that they must put a stop to this policy, if they want to sell more games.

Children nowadays are completely different to what they were in the time of the excellent NES. They grow up with better reaction and co-ordination skills thanks to new toys which are coming out. Therefore, when they reach the age when they start to play computer games, they are more developed in their computing skills and find them easier than I did when I was that age (I am 16). This is proven by the fact that if you gave a child an Atari with a game that you found hard during your childhood, they would finish it in a matter of hours. I therefore think that Nintendo should scrap their 'Kiddie Console' policy and realise that the human race is evolving!

BOB KALUSIAK, EMAIL

Another thing that Nintendo seem to be ignoring is the fact that gamers who used to play *Mario* games on the NES and SNES are now several years older and may not want to play fairyland games starring a happy plumber. They say that by concentrating on younger players they're creating the next generation of gamers, but it's not much use if they all desert Nintendo when they reach 14 so they can explode heads on someone else's console!

## IT WAS THE MAN WITH THE GOLDEN GUN

DEAR 64 MAGAZINE,

I want to ask why so many magazines (not you) provoke attacks on other consoles. Why are people so obsessed by supporting just the one console? I mean, a good game is a good game whichever format it's on. It's a bit like football – the players get swapped over to so many teams that supporting just the one will eventually become senseless.

I also want to know why Oddjob is so short in *Goldeneye*. In *Goldfinger* he was quite a tall man. I think (heaven forbid) that Rare have made a mistake and confused him with Nick Nack (not the crisps) from the Roger Moore film, who had that big laser (or something).

CEM SURER, PURLEY

It's a psychology thing – after spending money on something, people have to justify it by saying it's infinitely better than the alternatives, whether it is or not. This is why you get people frantically trying to convince you of the merits of the Vauxhall Tigra or Stride Statik trainers that look like yellow neutronium moonboots.

We called up Rare to ask about Oddjob. Their response: "Look! It's the Goodyear blimp!" (click-brrrrrrrrrr)

## GOLDENEYE RIP-OFF SHOCKER

DEAR 64 MAGAZINE,

Last weekend I rented the James Bond film *Goldeneye* from my local video shop. I think it's ridiculous that this film company is able to produce a blatant carbon copy of our beloved N64 game *Goldeneye*. Not only did they copy the locations, but they cleverly managed to find actors who were dead ringers for the characters in the game. This is obviously a breach of copyright and I hope you can pass on my observations to Rare so that they can take the matter to higher authorities. Hopefully Rare will prevent any further leakages of future game plots to prevent this kind of atrocity happening again.

TORFINN AND KRISTOFFER THORBJØRNSEN, KIRKALDY

You've got to admire the sheer nerve of MGM/UA and Eon Productions. Those magnificent bastards!



## U SEXY MOTHER

DEAR 64 MAGAZINE,

how is the blood in *Mission Impossible* is it like when u shoot the the blood doesnt squirt out like *golden eye* or is it like when u shoot them blood comes out and one more thing when u kill the people do they fade away or do they stay on the floor  
G789BASE@AOL.COM, EMAIL

My god! An email from The Artist Formally Known As Prince! Well, your squiggleness, I don't remember seeing any blood in the E3 demo of *Mission: Impossible* (see last issue), so your blood lust will probably be unsatisfied. If u want spouting blood, try *Bio Freaks* or wait 4 *Turok 2*!

## LASHING LAMENTABLE LOSERS

DEAR 64 MAGAZINE,

I was reading issue 14 and looking through the 'When I'm 64' section when I came across the 'Memory Card Losers' column. The first letter from Phillip Graham was nothing special, but the second one was from a bloke called Matos. I thought he was an absolute pratt! He was complaining about the games you could choose from when you subscribe (*Goldeneye*, *Mario 64*, *Mario Kart* and *Diddy Kong Racing*). His complaint was that the games selected were the worst games ever – bear in mind they all got over 85%. How can they be the worst games ever?

The second letter, from Lee O'Connor in Ballymena, was just as bad. He was complaining about swearing in this magazine. Most magazines have this kind of swearing in them. If he's got a problem with the fine content of this magazine, then maybe he should buy a comic!

Right, that's it, complaint over. Your magazine really rocks!

RYAN WILLIAMS, POOLE

We suspect that Matos was, in Internet parlance, 'trolling' – being deliberately annoying to provoke a response and make himself feel important. Either that, or he's a complete goon who wouldn't know a decent game if it bit him on the arse.

## A STUDENT DISSES GLOVER

DEAR 64 MAGAZINE,

Here is my dream list of titles that I would really like to own:

1. *Blade Runner 64* (could happen).
2. *Tomorrow Never Dies* (wish this would happen).
3. *Star Wars: Rogue Squadron* (please let it be a decent game).
4. *F1 2000* (made this one up, just want a decent Formula 1 game).
5. A decent aeroplane shoot-'em-up type thing, like *Top Gun 64*, *Eurofighter 64*, *Stealth 64* etc etc.
6. *Point & Click 64* (a Nintendo equivalent of *Broken Sword* or *Monkey Island*).
7. *Resident Evil 2* (64, obviously).
8. *R-Type 64* (oh yeah, it could happen, those good old Spectrum days...)
9. *ISS World Cup '98*.
10. I was going to put *Mario 2*, but then I changed my mind and went for *Command & Conquer*.

Obviously after all that thinking, I got onto the line of thought about my top ten nightmare list, ie games I wish nobody had ever made, and will never make, and oh GOD PLEASE DON'T MAKE THIS...

1. *Tamagotchi World*.
2. Anything else to do with Tamagotchi(s).
3. *Turok 2* (give up, it was crap the first time).
4. *Yoshi's Story 2* (for this read no more fluffy, furry, cutesie little wunk bags, and definitely no more games pitched at three-year-olds).
5. *Wheel Of Fortune* (please get a life!)
6. *NBA*, *NFL*, *NHL*, etc etc – let America keep its crappy sports games, and we promise not to give them any of ours.
7. *The Glory Of St Andrews*.
8. *Doom 64* (that used to be a good game, that did – three years ago on a PC!)
9. *Tetrisphere* (you might as well play these games on the Game Boy).
10. *Xena: Warrior Princess* – no! *Hercules* – stop it. Stop it right now!

That's enough (as some bald bloke once said in *An American Werewolf In London*), that's enough!

SD DOWNS, LOUGHBOROUGH UNIVERSITY

PS: You can correct all the spelling mistakes, I can't be arsed.

You can't be arsed? Shocking behaviour for a student. "When ah were at university, waffle bore drone." And as for 'some bald bloke'? That's Brian Glover you're talking about! The man's a bald northern hero! "This is rumour control." "Them two? In my flat? Grrrr!" "Tetley mek' teabags mek' tea." Oh, hang on, he's dead.

## SNOWBOARD SHORTCUTS

DEAR 64 MAGAZINE,

On *Snowboard Kids*, the race called Dizzy Land, you said there were no shortcuts. But I know one – it's on the left after the T-Rex in the dinosaur place. There is also a third shortcut on Night Highway, on the jump that takes you to the tight path. On the jump, turn your snowboard to the right.

LINDA BLACKWELL-DA-COSTA, EMAIL

PS: I think you should make another copy of issue four of your magazine.

For missing the shortcuts, Russell's been strapped to a chair and forced to listen to the music from *Banjo-Kazooie's* Rusty Bucket Bay on an endless loop. As for issue four, dear god, once was enough! You can still get it as a back issue – g'wan, g'wan, g'wan, g'wan, g'wan, turn to page 90 and get your chequebook ready.

## THE MAN WHO CAN'T ADDRESS AN ENVELOPE PROPERLY

Dear you lot at *Total 64*,

*Total 64* is da bomb, Reviewing games like *Diddy Kong*, Competitions to enter, It's the excellence centre [that's enough misdirected poetry – Ed]

LIAM WISKER, CAMBRIDGE

We can understand being mistaken for *N64 Magazine*, since it's only one letter different (in fact,



If you have questions, our editor has answers. Sometimes they're even correct.

DEAR 64 MAGAZINE,

I was just wondering if there was any official Nintendo thingy that I could get to allow me to attach a SCART lead to my N64? If so, where can I get one?

PETER BLAIR, EMAIL

Nintendo don't produce a SCART lead (for some reason, they want you to use the crappy RF output), but companies like Fire International produce their own perfectly good leads. You should be able to find them in decent game stores, or from Fire on (01302) 325225.

DEAR 64 MAGAZINE,

The screenshots in your import review of *1080° Snowboarding* showed option screens in English. Please could you tell me if these shots are from the Japanese version or is it American?

MAX HARVEY, EMAIL

The *1080°* shots came from the Japanese game – it has an option that lets you choose either English or Japanese text throughout the game.

this very issue, Rare sent all our *Banjo-Kazooie* artwork to them by mistake). But being mistaken for *Total 64*? We're kind of offended by that.

## SECOND TIME LUCKY

DEAR 64 MAGAZINE,

Your mag is so great it makes me look bad. I think it's pitiful how crap your mag makes the others look. Here's how I rate your mag – 100%.

LIAM WISKER, CAMBRIDGE

That's more like it. Too bad your fiendish plan to flatter all the N64 mags simultaneously has been exposed, eh?

## A SMALL BOY WRITES

DEAR 64 MAGAZINE,

I think your magazine is crap. Your reviews are terrible, your tips are useless and your features are cack. You give every game high marks no matter how pathetic they are. If you don't print this letter I'll take it that you only print the ones that suck up to you. So print it or else!

RICHARD CARRAGHER, NEWRY

Dear Richard Carragher, we think you are crap. Your haircut is terrible, your deodorant is useless and your features are cack. You wear every piece of clothing your mum buys you no matter how girly they are. But we did print your letter, so you must be happy now.

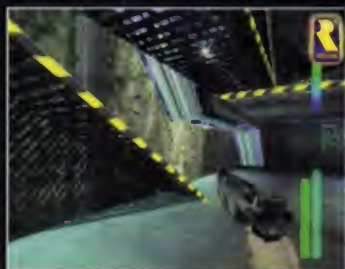




# 64SIGHT

Take a **LOOK** at the **FUTURE** of N64 gaming and prepare to be **AMAZED!**

14



"YOU KNOW WHAT THEY SAY ABOUT GIRLS WITH BIG GUNS... PLEASE DON'T KILL ME!"



INSIDE THE DARK AND THREATENING CORRIDORS OF AN ALIEN SPACECRAFT!

## SHEER PERFECTION

Game Name

**PERFECT DARK**

Publisher: RARE

Release Date: 1999



JOANNA HAS TO PUSH THIS ALIEN ON A TROLLEY OUT OF THE BUILDING TO SAFETY. THE SECURITY GUARDS, ON THE OTHER HAND, ATTEMPT TO STOP HER WITH LETHAL FORCE!



YOU SAW IT HERE FIRST IN OUR

E3 report last issue, but deadline pressures meant we couldn't give it as much attention as we would have liked. (Which was a *lot* of attention.)

Well, now we can.

We predict that *Perfect Dark* is going to be even better than *Goldeneye*. Since we at 64 MAGAZINE are firmly of the opinion that *Goldeneye* is the best game on the

N64, that's quite a prediction to make. But somehow, we don't think we'll be making asses of ourselves...

*Perfect Dark*'s heroine is Joanna Dark, top secret agent of 2023AD. Droolers who are looking forward to staring at a top-heavy Nintendo version of Lara Croft had better put their tongues back in, since Joanna is not only realistically proportioned, but decked out in combat gear to boot. Leer at her and she'll shoot you!

Joanna has been assigned to uncover a conspiracy orchestrated by the Datadyne corporation – a conspiracy which, in proper *X-Files* fashion, threatens to engulf the entire world. Datadyne is in the process of retrieving a crashed alien spacecraft from deep beneath the ocean – you don't have to be Fox Mulder to work out that the billionaire boss of



THE DATADYNE BUILDING, AN ARCHITECTURALLY FEASIBLE STRUCTURE.





"MODERN SCULPTURE? PAH! EAT LEAD!"



SEVERAL LEVELS TAKE PLACE IN THIS SKYSCRAPER.



THE LEVELS ARE MORE COMPLEX THAN *GOLDENEYE*, AND HAVE A LOT MORE DETAIL INCLUDED, SUCH AS LIGHTING EFFECTS AND SHINY METAL SURFACES.

Datadyne is probably not going to hand out alien technology freely for the benefit of all mankind...

Why is *Perfect Dark* going to be so cool? Put it this way – the team that created *Goldeneye* are also creating *Perfect Dark*. They've improved the 3-D game engine so that it's faster and smoother. They've devised ways to include more special effects. They've got more futuristic weapons than Judge Dredd, including heat-seekers and guns that lock onto targets and

track them even as Joanna runs around. The enemies are a lot smarter. In short, they're going to put in all the stuff they wanted to do for *Goldeneye* but couldn't. And yes, there will also be a deathmatch game.

Now Rare have announced that the game is due to be released next year, they are retreating behind their usual Area 51-level security, saying only that they will reveal more about *Perfect Dark* "nearer the time." Let's start the countdown...



CERTAIN GUNS LET JOANNA LOCK ON TO TARGETS AND TAKE THEM OUT AUTOMATICALLY.

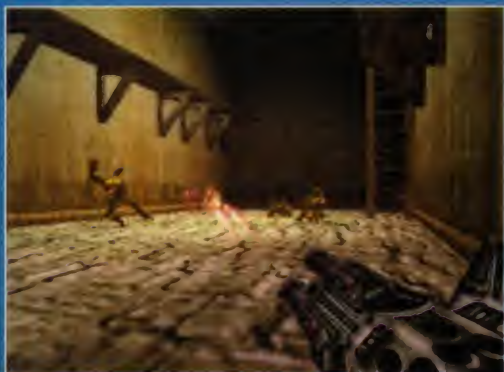


IF JOANNA NEEDS TO GET SOMEWHERE IN A HURRY, SHE CAN HOP ON A HOVERBIKE. SOME AREAS ARE STILL INACCESSIBLE UNLESS SHE GOES ON FOOT, THOUGH.



LIKE *GOLDENEYE*, *PERFECT DARK* FEATURES CUTSCENES THAT FOLLOW THE STORYLINE AS IT DEVELOPS. HERE, SHE EXPRESSES HER DISAPPROVAL AT THE SERVICE IN McDONALD'S.





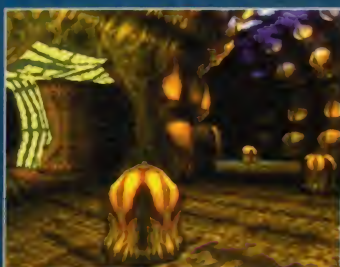
DIE SCREAMING, YOU FREAKS OF NATURE! TUROK REACTS BADLY TO THE 'MEN WITH BIG GUNS' THEORY.



REAL-TIME LIGHTING EFFECTS, AS IN FORSAKEN, FEATURE HEAVILY IN TUROK 2.



IS THIS THE WORLD'S Dullest SHOT OR WHAT? NICE ONE, ACCLAIM!



RIDLEY SCOTT SHOULD SUE! THE ALIEN SHIP HOUSES THIS EGG CHAMBER, AND YOU CAN'T MAKE McMUFFINS OUT OF THEM.



THE CORRIDORS OF PRIMAGEN'S SHIP ARE ALL GLOSSY METAL AND SINISTER BLUE LIGHTING, BUT THEY STILL HOLD THEIR SHARE OF DANGERS.

## DINO-MIGHT!

Game Name **TUROK 2: SEEDS OF EVIL**

Publisher: ACCLAIM

Release Date: NOVEMBER

TYPICAL, ISN'T IT? YOU'VE GOT A GREAT-looking game like *Turok 2* on the way, with some amazing visuals, immense kick-ass weapons, hideous monsters and enough gore to paint a small town red, and what screenshots do you get sent? Architecture. Bloody architecture. And not bloody in a descriptive way either, just a bunch of walls and buildings. Which would be all very well if we had Richard Rogers as a staff writer, but we don't.

Fortunately, a few more interesting shots showed up at the last minute, so you can actually see some of the weapons in action against the ugly mutants ranged against the world's

fourth most famous Indian (after Sitting Bull, Geronimo and the bloke from *Voyager*). The enemies now react according to where Turok shoots them – just nicking their arm is unlikely to put them off their murderous rampage, but putting a magnum bullet right into an eye socket will result in an instant explosion of brain matter!

Turok's mission begins in a small town that has been attacked by the minions of alien overlord Primagen – as well as destroying the invaders, Turok also has to locate the town's children, who have gone into hiding, and get them to safety before the aliens find them. As he gets nearer to Primagen's base, Turok must battle through subterranean caverns, a crashed alien spacecraft and eventually a truly grotesque spawning ground, where the very walls are alive and pumping out new monsters by the dozen.



"HA! MISSED BOTH MY LEGS – OH." THE ENEMIES ARE MORE DETAILED THAN IN TUROK, AND REACT ACCORDING TO WHERE YOU SHOOT THEM.

*Turok 2: Seeds Of Evil* is due out in November this year, but next issue we'll be getting hold of a playable preview version and talking to its creators! More than you ever wanted to know about *Turok 2*, next month in 64 MAGAZINE!



IS THAT A CORPSE LYING BY THE CANNON? QUICK, NICK HIS





"98... 99... 100! COMING, READY OR... AAARGH!" Turok fails to get the hang of Relevo.



DARK, FLESHY CAVERNS WITH A PULSATING PINK THING AT THE CENTRE - OO-ER!

HIDING ON A LEDGE IS NO ESCAPE FROM THE LETHAL WRATH OF Turok!



GOLD FILLINGS AND CELLPHONE!



THE FOUR-PLAYER MODE SACRIFICES SOME DETAIL, BUT STILL KEEPS THE SPEED UP!



THE NEW-LOOK VW BEETLE HASN'T BEEN OUT FOR FIVE MINUTES, AND IT'S ALREADY IN A GAME!

# CHANGING GEAR

## Game Name **TOP GEAR OVERDRIVE**

Publisher: KEMCO/THE GAMES Release Date: NOVEMBER

THE LATEST GAME IN KEMCO'S LONG-running *Top Gear* series is rather different from its immediate predecessor, *Top Gear Rally* – for a start, it's being developed by a different company, Snowblind rather than Boss Game Studios. The differences show up in the game's style of play – instead of being a

semi-realistic rally game, *Top Gear Overdrive* is an arcade racer in the mould of *San Francisco Rush*.

If you've ever envied James Bond's gadget-laden cars, then *Top Gear Overdrive* should be right up your one-way street. Powers-ups can be collected during a race and used to confound your opponents. Oil slicks can be dumped on the track, nitrous oxide canisters used to boost your speed, and you can even employ a *Knight Rider*-style turbo boost to jump over obstacles!



ANOTHER SHOT OF THE NEW BEETLE, THIS TIME SKIDDING SIDWAYS. ADVENTURES IN EXCITING CAPTIONING!



IF YOU NEED TO GET SOMEWHERE IN A HURRY, YOU CAN'T GO WRONG WITH THE DODGE VIPER.



THE TWO-PLAYER GAME STILL HAS PLENTY OF OTHER TRAFFIC ON THE ROAD.

*Top Gear Overdrive* will feature seven tracks with eight cars (plus a bunch of secret vehicles), and also sports a four-player mode that should guarantee that good sportsmanship is nothing but a distant memory!



WHILE *OVERDRIVE*'S CARS DON'T HAVE THE FANCY PAINT JOBS OF *RALLY*, THEY HAVE GLOSSY REFLECTION AND LIGHTING EFFECTS TO COMPENSATE.





THE CARS IN PENNY RACERS ARE FULLY CUSTOMISABLE, AND THERE SHOULD ALSO BE A TRACK DESIGNER IN THE GAME AS WELL!



THE CARS ARE SUPER-DEFORMED VERSIONS OF REAL MOTORS - HERE A DIDDY PORSCHE 911 BLASTS AWAY FROM THE START.

## PENNY POWER

Game Name **PENNY RACERS**

Publisher: THQ

Release Date: WINTER 1998

THQ looks on course to score with *Penny Racers*, the new name for Takara's Japanese N64 racing game *Choro Q*. The game is based on a line of super-deformed toy cars that are

popular in Japan and allows players to create and customise their own vehicles before racing them. When you beat an opponent, they are forced to give up their car parts allowing you to build other, better vehicles. Special custom parts which can only be obtained under certain conditions encourage players to go back and keep on searching for the bits they need to build that perfect little car.

While the idea of building and tuning cars before racing them may not appeal to everyone, the hugely



THERE IS, OF COURSE, A FOUR-PLAYER MODE. SHOULD HOPE SO, TOO!



HOPE YOU REMEMBERED YOUR SNOW TYRES! RACES TAKE PLACE OVER ALL KINDS OF CONDITIONS.

successful *Gran Turismo* on the PlayStation has shown that a great many people enjoy doing just that.

Unlike *Gran Turismo* though, where the emphasis is on simulation and realism, *Penny Racers* places the emphasis squarely on fun. The game plays a lot like *Mario Kart*, with cars drifting across roads and sliding on corners, and takes this kind of 'toy car' behaviour a step further, with the cars doing rolls and somersaults as part of their regular manoeuvres.

Up to four players can build cars and race simultaneously across the numerous tracks, and for more variety, players can build their own devious tracks to confound and confuse their friends! These tracks and custom cars are stored on a Controller Pak, allowing N64 owners to trade tracks and vehicles just like they would real toy ones.

*Penny Racers* looks like being a great game if it lives up to expectations. The prospect of custom cars and tracks means that it could even present a challenge to the likes of *Mario Kart* and *Diddy Kong Racing*.

## READY

AFTER A DISASTROUS FORAY INTO arcade action with *Aero Fighters Assault*, developers Paradigm (*Pilotwings 64*) are going back to what they do best - full-on flight simulations. *Harrier 2000*, previously known as *Flights Of The UN*, puts players in the cockpit of the star of the Falklands and *True Lies*, the Harrier jump-jet.

Realism is the aim of *Harrier 2000* - controlling the jet requires players to get to grips with its unique thrust-vectoring engines, which let it take off and land vertically and hover in mid-air. The correct payload has to be chosen for each of the 50 or so



BECAUSE THE HARRIER IN THE GAME IS A US MARINE CORPS VERSION, MISSIONS BEGIN FROM A US NAVY CARRIER.

## SCARRED

Game Name **S.C.A.R.S.**

Publisher: UBI SOFT

Release Date: NOVEMBER



MADDER THAN A BUCKET OF FISH - S.C.A.R.S' CARS ARE THE WEIRDEST AROUND!



# FOR TAKE-OFF!



THE ISLAND OF VAHITA HAS ALL KINDS OF DIFFERENT TERRAIN.

## Game Name **HARRIER 2000**

Publisher: VIDEO SYSTEM

Release Date: 1999

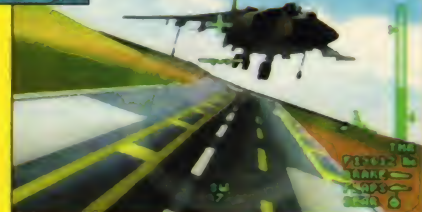
missions – having your wings loaded up with laser-guided bombs isn't going to be much help if you run into a flight of enemy MiGs!

*Harrier 2000* takes pilots in pursuit of a deadly international terrorist group called the Brotherhood, which has obtained a massive stockpile of high-tech weapons which they intend to sell to the highest bidder. To give potential buyers a chance to see their hardware in action, the Brotherhood

has invaded the island of Vahita to test out its array of weapons. With the population of the island held hostage, an all-out ground assault has been deemed too risky by the UN, so instead a small force of Harriers has been despatched to carry out precision raids on Brotherhood facilities.

The Harrier has plenty of weapons available – five different air-to-air missiles, nine air-to-ground missiles, six types of rocket and no fewer than 17 different sorts of bomb! All of these will be needed to take down the Brotherhood, since they have stolen the best weapons the world has developed and are more than happy to demonstrate them.

Players can choose between a strategic game, where each mission has to be carefully planned to maximise its chances of success, or a



more action-oriented approach that lets Harrier pilots take off and start shooting. *Harrier 2000*'s visuals already look impressive, even though the game is only 30 percent finished, and if it has the depth of *Pilotwings* combined with cannon-blasting action, wannabe pilots should be prepared for an exciting take off!



THERE ARE SEVERAL VIEWPOINTS, INCLUDING THIS COCKPIT VIEW.

# FOR LIFE

ORIGINALLY TOUTED AS *VIVID RACING* or *VR3000*, depending on who you speak to, Ubi Soft's forthcoming futuristic racing game has finally settled on a permanent title, *SCARS*, which stands for 'Super Computer Animal Racing Simulation'. Uh-huh.



THE TRACKS ARE SUITABLY TWISTED AND BIZARRE – BUT WHERE'S THE FOUR-PLAYER GAME, EH?

The premise behind this rather bizarre and somewhat lengthy name is that for reasons as yet unexplained, a bunch of futuristic supercomputers have taken to designing super-charged cars for the purpose of armed conflict – presumably Skynet wouldn't sell them the Terminator patent or something. To ensure that these deadly vehicles turn out to be awesome muthas that no sane person would mess with, their designs have

been based around the fiercest creatures from the world of nature. The result is that the 'Rhino Roadster' resembles a rhino, the 'Tiger Shark' resembles a shark and the 'Lion LK' resembles... er, a bubble car, but what can you do?

*SCARS* promises multiple tracks, a host of devastating weapons and pick-ups, a range of deadly adversaries and intelligent light sourcing. According to Ubi Soft president Yves Guillemot, *SCARS* will supply "a graphic level that players have never seen," which, as anyone who has seen Acclaim's *All-Star Baseball '99* will know, is going to be a difficult boast to live up to!

*SCARS* so far looks extremely promising. The only disappointment is that, as things stand, a four-player



mode isn't currently planned for the N64 version. Battle-mode fans will have to make do with the two-player head-to-head combat facility instead.





# STAR WARS: ROGUE SQUADRON

We go **BEHIND** the scenes of LucasArts' **NEW** *Star Wars* game, *Rogue Squadron*!



**WITH INTEREST IN *Star Wars*** as high as ever, and rising as the next film in the series approaches completion for its launch next year, it was inevitable that a Jedi-related game would appear. Revealed at E3 (see last issue), *Star Wars: Rogue Squadron* is that very game!

While its N64 predecessor, *Shadows Of The Empire*, was something of a smorgasbord of game types, *Rogue Squadron* concentrates on spacecraft combat, and judging from the demo at E3 is all the better for it. The player gets to wear the orange jumpsuit of none other than Luke Skywalker, founder of the Rebel Alliance's elite Rogue Squadron, which is led by *Star Wars* regular Wedge Antilles. The team are assigned a series of missions on different planets throughout the Imperium, ranging from the familiar environs of Tatooine to mentioned-



MARK HAIGH-HUTCHINSON, PROJECT LEADER ON *ROGUE SQUADRON*, POSES IN HIS OFFICE.



# Star Wars: Rogue Squadron



but-never-seen worlds like Kessel, to make sure that the Empire doesn't strike back.

Mark Haigh-Hutchinson is the Project Leader on *Rogue Squadron*, which was a role he shared on *Shadows Of The Empire*. He has been involved in the games industry professionally for 14 years, and has contributed to over 33 games. 64 MAGAZINE's Stuart Wynne spoke to him about the new game, as well as some of his old ones...

**64** *Shadows Of The Empire* was one of the very first N64 games to be written. How much more advanced is your understanding of the machine now, and what will that mean in terms of graphic performance and so on for *Rogue Squadron* vs *Shadows*?

**MARK HAIGH-HUTCHINSON:** Obviously we learnt a great deal about the N64 in developing *Shadows*, although for the most part this is a new team and *Rogue Squadron* is their first experiences of working on the machine. However, we have been able to push the graphical performance significantly compared to *Shadows*, such that we can display very detailed and realistic landscapes at a much smoother



A Y-WING ROARS DOWN A DESERT CANYON. THERE ARE FIVE CRAFT TO CHOOSE FROM, AND POSSIBLY SOME SECRET VEHICLES AS WELL!

frame rate. Additionally we are able to include dramatic real-time lighting effects, shadows of objects conforming to the landscape, interactive musical themes and surround-sound encoded sound FX, and so on.

**64** *Shadows* had a very ambitious, multi-game concept. How will *Rogue* compare? You've talked about *Rogue* being more ambitious in some ways, can you give examples?

THE TRADITIONAL TRANSPORT OF FLOPPY-HAIRED FARM BOY LUKE SKYWALKER SKIMS THE SURFACE OF THE JADE MOON.



TATOOINE IS ONE OF THE MANY PLANETS VISITED. KEEP AN EYE OPEN FOR SANDCRAWLERS, SARLACC PITS AND BANTHAS!





## Star Wars: Episode 1

WITH SECURITY CLAMPED TIGHTER than a trout's back passage, the new *Star Wars* film is now complete – well, apart from a year's worth of post-production. Little things like special effects, stuff like that. But what's it all about?

The official Lucasfilm *Star Wars* website ([www.starwars.com](http://www.starwars.com)) is remarkably uninformative. Liam Neeson tops the cast list as 'A Venerable Jedi Knight' – his friends probably just call him 'Venno' – and Natalie Portman is, equally helpfully, 'A Young Queen'. Details of the plot or shots of the effects? Forget it. Lucasfilm won't even say what the film's full title is yet! If not even the mighty Ain't It Cool News ([www.aint-it-cool-news.com](http://www.aint-it-cool-news.com)) can find out, it looks like we'll have to wait for the first trailer to appear in November. Arse!

So, what *does* anyone know? Ewan McGregor is the young Obi-Wan Kenobi, Yoda returns, part of the film takes place on Coruscant, capital of the Republic (the place at the end of *Jedi: Special Edition* where everyone went "Where's that, then?"), R2-D2 will show up, and Samuel L Jackson presumably won't be discussing wampaburgers. Oh, and Brian Blessed's in it as well. "Goooodon's aliiiiiiiiive!"

*Star Wars: Episode 1* should be – hell, *is* – the most eagerly-anticipated film of all time. Everyone in the office (*Star Wars* bores to a man) hopes it lives up to expectations...

## Rogue Squadron provides an easy to con game combined with miss

**MHH:** *Rogue Squadron* is ambitious in different ways to *Shadows*. As you correctly point out, *Rogue Squadron* is more focused than *Shadows*. However, we are striving to provide the same visceral excitement as the Battle of Hoth from *Shadows* but over large, varied, realistic worlds – with complete freedom of motion for the player. Additionally, we are using many more effects on *Rogue Squadron* such as real-time dynamic lighting, interactive musical themes varying according to the state of the game, more detailed ships, surround sound for sound FX, realistic shadows, and so on.

**64** Are Factor 5 purely doing the music? Can you explain how they became involved?

**MHH:** LucasArts has worked with Factor 5 on a number of previous titles (for example, *Ball Blazer Champions* for the PlayStation) and has a good working relationship with them. *Rogue Squadron* seemed to be a perfect match for the two companies, with Factor 5's strong console background combined with LucasArts' artistic and game experience. Factor 5 is supplying most (but not all) of the programming and tools, some of the artwork, and all of the music and sound FX. LucasArts has provided the game design, artists, level designers, some programming and tools as well as quality assurance. In addition, LucasArts has also provided voice and sound FX data.

**64** How will *Rogue Squadron* compare to the *X-Wing Vs TIE Fighter* series on the PC?

**MHH:** *Rogue Squadron* is really a very different kind of game than *X-Wing Vs TIE Fighter*. Those games are flight simulators, whereas *Rogue Squadron* is very much a mission-based arcade action experience. The intention is that *Rogue Squadron* provides an easy to control, immersive flight action game combined with mission-based objectives.

**64** How will the balance be set between flight sim and arcade? Will loop-the-loops be possible? How constrained will movement be in the game?

**MHH:** The player has complete freedom of motion within the game, subject to the size of the world. These worlds are far bigger than the first level of *Shadows*, for example. If the craft allows it (since each has its own characteristics) the player can easily perform barrel rolls, loop-the-loops, and any other acrobatic feat they care to try. Initially each mission has an assigned craft with which the level is played, but as the player progresses through the game they are able to unlock new ships which can then be used to replay earlier missions for a completely new experience. The player is provided with a variety of different camera

perspectives from which to view the game, including inside a 3-D cockpit, external to the craft, drop cameras, and more.

**64** There's been talk of interaction with wingmen. How involved will this be?

**MHH:** The full extent of the interaction has not been decided at this point.

**64** How many people are there in the project? Can you give any background on them?

**MHH:** Although the team size fluctuates, there are currently about 28 people working on the game. The team includes a wide variety of very talented people, some of whom have lengthy careers in the games industry. Factor 5, for example, has been programming games for about ten years.

**64** When did project development on *Rogue Squadron* start? How long do you expect it to continue?

**MHH:** Development has been progressing since the spring of 1997 and the game will ship before Christmas of 1998.

**64** Shigeru Miyamoto [creator of Mario and Nintendo's top game designer] reputedly had some involvement with *Shadows*. Has he had any input with *Rogue Squadron*?



THE OFFICIAL STAR WARS WEBSITE. FULL OF DETAIL, THOUGH NONE OF IT ABOUT THE THINGS ENQUIRING MINDS WANT TO KNOW!

THESE ARE SHOTS FROM A DEVELOPMENT SYSTEM, NOT AN N64 – BUT THE FINAL VISUALS STILL LOOK PRETTY DAMN GOOD!





# Star Wars: Rogue Squadron

## Control, immersive flight action ion-based objectives

**MHH:** We were fortunate enough to have Mr Miyamoto work a little with us on *Shadows*, but so far he has not been involved with *Rogue Squadron*.

**64** In retrospect, how do you feel about all the criticism of *Shadows Of The Empire*?

**MHH:** Most of the criticism around *Shadows* seemed to be directed at its broad scope. This was an intentional decision in that the game was not aimed specifically at hardcore gamers, but rather at people new to 3-D games. Given the tremendous time pressures involved in its production (as well as working on a machine that did not exist for its first nine months of development), *Shadows* succeeded in delivering a varied game experience to a wide audience. However, in retrospect, it could have benefited from further time to fine-tune the gameplay to a greater degree.



MARK HAIGH-HUTCHINSON'S PREVIOUS STAR WARS GAME WAS *SHADOWS OF THE EMPIRE*.



**64** Has the work begun on an official tie-in for the new *Star Wars* movie?

**TOM SARRIS (PR):** Yes, there are several new titles currently in development that are directly related to *Star Wars: Episode One*. The new games will be announced at the E3 show in 1999.

**64** How accurate will the spaceships be in the game compared to 'real' movie models? Will movie renders be available to use? How many types of ship will there be in the game?

**MHH:** I think people will very much appreciate the attention to detail in this game. All the craft models are very close to the original sources, and in fact, are much more detailed than those in *Shadows*. The quality of texturing is also much improved, and the real time lighting effects as well as pre-lighting add up to a very realistic result. There will be five main ships for the player to fly, along with a whole host of familiar and new enemies to encounter – including TIE

## Gameography

HE'S BEEN AROUND GAMES FOR A WHILE, HAS MARK HAIGH-HUTCHINSON. VIDEO VETERANS (LIKE US) SHOULD REMEMBER ALL OF THESE...

- |  |   |
|--|---|
| <i>Star Wars: Rogue Squadron</i> (N64)                       | <i>Italy 1990</i> (Spectrum, Amstrad CPC, PC, C64, Atari ST, Amiga)   |
| <i>Star Wars: Shadows Of The Empire</i> (N64)                | <i>Indiana Jones And The Last Crusade</i> (PC, Spectrum, Amstrad CPC) |
| <i>Super X-Wing</i> (SNES – cancelled)                       | <i>Human Killing Machine</i> (C64)                                    |
| <i>Rebel Assault</i> (PC, 3DO, Mega-CD)                      | <i>Thunderblade</i> (Amstrad CPC, Atari ST, Spectrum)                 |
| <i>Dark Forces</i> (PC)                                      | <i>Overlander</i> (Spectrum, Amstrad CPC)                             |
| <i>Big Sky Trooper</i> (SNES)                                | <i>Paperboy</i> (Amstrad CPC)   |
| <i>Zombies Ate My Neighbours</i> (Mega Drive, SNES)          | <i>Revolution</i> (Amstrad CPC)                                       |
| <i>The Dig</i> (PC)  | <i>Allen Highway</i> (Spectrum, Amstrad CPC)                          |
| <i>Sam And Max Hit The Road</i> (PC)                         | <i>Highway Encounter</i> (Amstrad CPC)                                |
| <i>Monkey Island 2</i> (Amiga)                               | <i>Android One</i> (Amstrad CPC)                                      |
| <i>Magic Boy</i> (Atari ST, Amiga)                           |   |
| <i>Highway Encounter</i> (PC, Atari ST, Amiga – unpublished) |   |

Fighters, AT-ATs, AT-STs, Probe Droids, and so on. Additionally there will also be several secret craft for the gamesplayer to discover...

**64** Thank you very much!

**STAR WARS: ROGUE SQUADRON WILL GO ON SALE IN AMERICA AROUND NOVEMBER THIS YEAR. A UK RELEASE DATE HAS YET TO BE SET.**



"Hi. I WROTE *ANDROID ONE*, YOU KNOW. REMEMBER THAT?"







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| Nintendo 64 Console + Banjo Kazooie .....             | £130.99 |
| Nintendo 64 Console + Forsaken .....                  | £130.99 |

### UK NINTENDO 64 GAMES











Cruisin' USA

Aero Fighters Assault

Allstar Baseball

Banjo-Kazooie

Blastcorps

Bombberman

Bust A Move 2

Chameleon Twist

Clayfighter 63 1/3

Cruisin' USA

Dark Rift

Diddy Kong Racing

DOOM

Duke Nukem 3D

Extreme G

F1 Pole Position 64

Diddy Kong Racing

Int'l S'Star Soccer Pro

FIFA Road to the World Cup

Fighters Destiny

Forsaken

Goldeneye

GT Racing 64

Hexen

Holy Magic Century

Int'l Superstar Soccer 64

Killer Instinct Gold

Lamborghini 64

Lylat Wars & Jolt Pack

Mace

Madden NFL 64

Mario Kart 64

Mischief Makers

Mission Impossible

Mortal Kombat Mythology

Mortal Kombat Trilogy

Mystical Ninja

Nagano Winter Olympics

NBA Courtside

NBA Hangtime

NBA Pro '98

NFL Quarterback Club '98

NHL Breakaway '98

Pilot Wings

Quake

Rampage World Tour

Robotron 64

San Francisco Rush

Nagano Olympics

Pilot Wings

Shadows of the Empire

Snowboard Kids

Super Mario 64

Tetrisphere

Top Gear Rally

Turok Dinosaur Hunter

Wargods

Wave Race 64

Wayne Gretzky's Hockey

Wayne Gretzky's Hockey '98

WCW vs NWO: World Tour

Wetrix

World Cup '98

WWF Warzone

Yoshi's Story











Snowboard Kids

Yoshi's Story

Super Mario 64

Goldeneye

WCW vs NWO

Wave Race 64

Turok Dinosaur Hunter

Clayfighter Extreme

Top Gear Rally

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# BANJO-KAZOOIE

## Memory Options

MEMORY: THREE SAVE SLOTS  
CONTROLLER PAK: N/A

## \$64,000 Question

- ⊕ FABULOUS VISUALS
- ⊕ ATMOSPHERIC SOUND
- ⊕ MUSIC CHANGES TO MATCH THE MOOD
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## Duellin' Banjo

WHO NEEDS FMV? BANJO-KAZOOIE'S LENGTHY OPENING SEQUENCE SHOWS JUST HOW THE BEAR AND THE BIRD GET THEMSELVES INTO THIS MESS AS THE EVIL GRUNTILDA GETS INTO A STROP AND KIDNAPS TOOTY!

**Banjo-Kazooie is**





Ninfo



Publisher:  
Developer:

Nintendo  
Rare  
Game Type:  
Origin:

3-D platform  
UK  
Release Date:  
Price:

31 July  
£49.99

# ooie

Paddington, you're **HISTORY**. Get the **HELL** out of here, **YOGI**. There's a new **BEAR** in town!

**JAPAN'S BEEN HAVING A HARD** time of late. Financial crises, massive foreign debts, bankers topping themselves, the works. As if all that were not enough, now there's a new casualty. Mario's been made redundant.

Yes, I'm afraid it's true. The portly plumber has munched his last magic mushroom. P45 in hand, he's off down the Job Centre to sign for his Giro and, if he's lucky, get himself a part in *The Fuller Monty*. No more chaste flirting with the Princess, no more rowdy nights on the town with Luigi and Yoshi. Just daytime TV, boil-in-the-bag and endless scouring of the 'Sits Vac' bit of the local free rag.

Who has done this? Which heartless swines have kicked Nintendo's mascot out on his ear? Here's a hint – they're British, they wrote the best game on the N64 and they're called Rare. Damn, that last one was a bit of a giveaway...

## BEAR NECESSITIES

When *Banjo-Kazooie* first appeared in public at the 1997 E3 show, reactions were positive but also tinged with cynicism – didn't it look an awful lot like *Mario 64* with better visuals? Rare obviously disagreed; when your editor rang up Rare a couple of months prior to the 1998 E3 show to ask about Banjo, he was immediately greeted with the reply, "Oh yeah, you're the



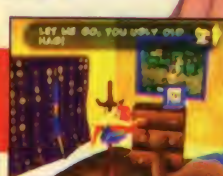
WOOHOO! OR "GAHUU!" IF YOU PREFER. BANJO'S FOUND A PUZZLE PIECE – ONLY ANOTHER 99 TO GO...



GET AN IDEA OF THE SCALE OF *BANJO-KAZOOIE* WITH THIS AERIAL SHOT OF TREASURE TROVE COVE. YOU CAN SEE MY HOUSE FROM HERE!



brilliant, plain and simple





## Bust A Move

AT THE START OF THE GAME, BANJO AND KAZOOIE ARE FAIRLY HOPELESS CANDIDATES FOR RESCUE WORK, ONLY ABLE TO MANAGE A SMALL JUMP BETWEEN THEM. BUT WITH THE HELP OF BOTTLES THE MOLE, THEY QUICKLY TURN INTO A LASER-SPITTING 500 FOOT DEATH MECHA! NOT REALLY. BUT THEY CAN MANAGE THIS LITTLE LOT...

### CLAW SWIPE

"HE'S COMING STRAIGHT FOR US!" WHEN STATIONARY OR MOVING SLOWLY, BANJO CAN LASH OUT WITH HIS HAM-SIZED FISTS.



### FEARSOME FORWARD ROLL

IF BANJO'S GOT A BIT MORE SPEED, HE PERFORMS THIS STAPLE OF PE CLASSES EVERYWHERE. IT'S GOTTA HURT KAZOOIE, THOUGH...



### CLIMB

TREES, PIPES, MASTS, WHATEVER - IF IT'S TALL AND THIN, BANJO CAN CLIMB UP IT. FNARR FNARR.



### RAT-A-TAT RAP

NOTHING TO DO WITH GODAWFUL MUSIC, THIS IS KAZOOIE'S FIRST ATTACK - SHE POPS OUT OF HER BACKPACK AND PECKS THINGS TO DEATH.



### MIGHTY FLIPFLAP JUMP

HANDY FOR CLIMBING ONTO TALL LEDGES, THIS IS A WING-ASSISTED BACKWARDS SOMERSAULT.



### BEAK BARGE ATTACK

A COMBINATION OF BANJO'S BULK AND KAZOOIE'S BEAK, IT'S MOST USEFUL FOR SMASHING DOORS OPEN.



### EGG ATTACK (FORWARD)

KAZOOIE CAN SPIT A RAPID-FIRE BARRAGE OF EGGS FROM HER MOUTH. NOT SURE ABOUT THE BIOLOGY HERE...



### EGG ATTACK (BACK)

MUCH MORE REALISTIC! WITH AN AMUSING FARTING NOISE, KAZOOIE SPURTS EGGS FROM HER ASS LIKE YOLKED MINES.



### BEAK BUSTER

BANJO-KAZOOIE'S VERSION OF THE TRADITIONAL PLATFORM BOTTOM BOUNCE, KAZOOIE SLAMMING FACE-FIRST INTO THE GROUND.



### WONDERWING

"AND AFTER AAAAALL... YOU'RE MY WONDER... WING?" USE THE GOLDEN FEATHERS TO MAKE YOURSELF INVEEENCIBLE.



### TALON TROT

ONE OF THE MOST USEFUL MOVES - KAZOOIE HOISTS BANJO ON HER BACK AND USES HER SHARP CLAWS TO CLIMB STEEP SLOPES.



### SHOCK JUMP SPRING

KAZOOIE CAN MAKE MASSIVE LEAPS INTO THE AIR IF SHE JUMPS FROM ONE OF THE GREEN DISCS IN SEVERAL OF THE WORLDS.



### FLY

BEING A BIRD, YOU'D EXPECT KAZOOIE TO FLY, BUT SHE'S GOT TO LEARN HOW! ONCE SHE DOES, SHE'S A NATURAL ACE.



### DIVE BOMB

HASSLED BY ANNOYING SNOWMEN? NO PROBLEMO - WHILE IN THE AIR, KAZOOIE CAN PERFORM A DEVASTATING DIVING ATTACK.



### WADERS

TO GET SAFELY THROUGH SCALDING SAND, POISONED WATER OR PIRANHA-INFESTED POOLS, KAZOOIE CAN DON THIS PROTECTIVE FOOTWEAR.



### RUNNING SHOES

WHEN A BURST OF EXTRA SPEED IS NEEDED, KAZOOIE CAN WHIP ON A PAIR OF NIKES.



PUT THE PUZZLE PIECES IN THE PICTURE TO OPEN UP NEW WORLDS. EVERY TIME A MARIO PLAYER TRIES TO JUMP THROUGH THE PICTURE, THE PROGRAMMERS LAUGH CRUELLY.

one who said that *Banjo-Kazooie* was just a *Mario* clone." Memories like elephants, damn them.

One thing you're not going to see in this review is any wholesale word-eating. The inescapable fact is that *Banjo-Kazooie* (along with dozens of other games) owes an enormous debt to *Mario 64* for its creation of a new game style, and any game that takes a similar approach - a 3-D world with platforms and puzzles - is going to be compared to the N64's debut title. What sets *Banjo-Kazooie* apart from the *Crocs*, *Gexes* and *Bomberman Heroes* of this world is that *Banjo-Kazooie* takes everything

that made the Shigeru Miyamoto game work so well in the first place - and then does them all better.

There's a certain irony in that - after all, it wasn't all that long ago that Japanese companies had the reputation for taking an existing product, fixing the bugs and improving on the original so much that the new product became the definitive item. Now, it's happened the other way around. After playing *Banjo-Kazooie*, going back to *Mario* is like trading down from a Bentley to a Fiesta Popular Plus. They both do the same job, it's just that one of them is so much more refined.

## Often looks more realistic



COLLECT THE CRYSTAL SKULLS FROM THE VARIOUS WORLDS AND MUMBO THE WITCH DOCTOR CAN TURN YOU INTO OTHER ANIMALS. OR EVEN A PUMPKIN!



# Banjo-Kazooie



MAD MONSTER MANSION IS WITHOUT A DOUBT THE COOLEST WORLD IN THE GAME - BANJO AND A JINJO HAVE A GRANDSTAND VIEW.



RARE CAN EVEN MAKE A GIANT DRUM FULL OF GARBAGE LOOK COOL. MAYBE THEY COULD DO SOMETHING WITH BIRMINGHAM'S BULLRING.



## Gettin' Jiggy Wid It

MR JIGGY IS HIS NAME, BEING BROKEN INTO TINY PIECES AND SCATTERED TO THE FOUR WINDS IS HIS GAME. THE PUZZLE PIECES ARE VITAL TO YOUR QUEST, AS THEY LET YOU OPEN UP NEW WORLDS TO EXPLORE. SOME OF THEM ARE EASY TO FIND - OTHERS AREN'T!



HEY...IT'S ME, MR. JIGGY! NOW GO AND FIND A



29

## BK FLAMER

*Banjo-Kazooie* has a plot, of sorts - it's hardly Tom Clancey, but it's still more than *Mario*'s 'rescue the Princess' postage stamp job. Evil witch Gruntilda has kidnapped young Tooty the bear, intending to do a remake of *The Fly* by stealing Tooty's beauty (en route) and lumping the unlucky ursine with all her general

*Kazooie* move away from 'Mario with better graphics' to 'Mario beater'. The first time you play the game, you have no choice but to explore a small grassy area patrolled by Bottles the mole, who gives you the basic moves you need. When you first enter the

world. The first time around, it took over nine hours of play before Banjo and Kazooie were fully kitted out with all their moves. Oddly enough, by the time the twosome are fully tooled up, it's Kazooie who proves the more capable of the duo. Maybe the game should have been called *Kazooie-Banjo*. On second thoughts, perhaps not. That's a stupid name.



PRESS C UP TO LOOK AT THE WORLD THROUGH BANJO'S EYES. EVEN THE SMALLEST CREATURES, LIKE THIS JINJO, LOOK GREAT CLOSE UP.

## than some 'believable' games

mankiness in return. When you lose the game, you actually get to see this transformation take place - y'know, green skin and fangs aside, the new-look Gruntilda ain't at all bad for someone who isn't even real.

Naturally in true heroic style, Banjo the rednecked bear, is definitely not going to take the snatching of his sister lying down (there's doubtlessly a dodgy joke about the 'closeness' of redneck families in there somewhere, but we'll save that for another day), so he courageously leaps to the rescue. Along for the ride is Kazooie, a sarcastic bird of some description (a 'breegull', whatever the hell that is) who normally lives in Banjo's rucksack but can pop out whenever she's needed.

This combination of two characters in one is part of what helps *Banjo-*

game proper, Banjo has a couple of attacks and a high jump, but little else. However, the further you go, the more moves the pair acquire. Each time you find a molehill, Bottles pops up to teach Banjo or Kazooie a new move - which, as luck would have it, is needed to progress further within that

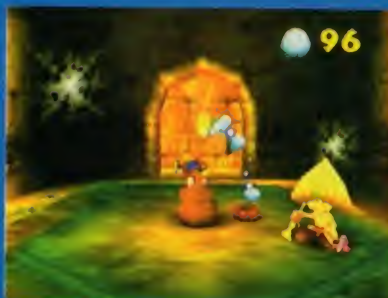
## WORLDS IN MOTION

Like *Mario* before it - that comparison is going to keep coming up, so get used to it and stop complaining- *Banjo-Kazooie* is divided up into themed 'worlds', a kind of Disneyland without the queues and the small and sticky piles of sawdust. Entrance to

these worlds is won by finding the 100 jigsaw puzzle pieces hidden throughout the game and using them to complete the various pictures hanging on the walls of Gruntilda's lair. *Mario* fans who try jumping into the pictures will be disappointed, since the actual entrances can be quite a long way from the puzzles that open them.

## Call Me Snake

A PUZZLE PIECE IS SUSPENDED WAY OUT OF REACH INSIDE A PYRAMID IN GOBI'S VALLEY. TO REACH IT, YOU NEED TO PAY THE SNAKE CHARMER (GOOD THING HE LIKES EGGS), THEN WAIT FOR HIM TO DO HIS STUFF!





# MUMBO'S MOUNTAIN

THE FIRST WORLD YOU ENTER IS MUMBO'S MOUNTAIN. BEING COOL AND STUFF, WE'VE DECIDED TO SHOW YOU EVERYTHING!

## Bottles Says...



"Talk to me here and you'll gain the Talon Trot move. This lets you climb onto the stone circle to collect the notes and the Jinjo, and more importantly you can now climb steep slopes. This way, you can collect all the notes on the hills, and when you exit the level you can now reach the next world!"



## SOMEONE GOT LAID HERE

Hiding under a stone slab are several eggs – you can never have too many!



## GORILLAGRAM!

Once you've learned how to fire the eggs, stand on the platform across from Conga's tree and blast him with eggs! Make sure you don't get hit by his oranges, and after he takes a few hits he'll surrender and give you the puzzle piece.



## ORANGE CRUSH

Conga the gorilla doesn't like intruders, and bombards them with oranges. However, you can use this to your advantage – stand on each of the orange squares in turn, then run away just before an orange hits you. When Conga hits all three boxes, he'll accidentally unlock a puzzle piece.



## CALL RENTOKILL!

Giant termites patrol the area around their mound, demanding access to Banjo's shorts (we're not kidding). They succumb to a couple of punches, or a swift forward roll.



## TOP OF THE WORLD, MA

The only way to reach the top of the termite mound is to get Mumbo to turn you into a termite! Once you've made your way up the spiralling platforms inside, you emerge to find an extra life and a puzzle piece at the summit.



## ORANGES ARE NOT THE ONLY FRUIT

Climb Conga's tree, bag the orange and take it to Chimp the cheeky monkey. In gratitude, he'll raise a tree stump, allowing you to reach the ledge above, and also give you a puzzle piece.



## WITCH SWITCH

Jump on this Gruntilda switch and a puzzle piece will appear in her lair for you to collect. Each world has one switch hidden within.



## GO TO WORK ON AN EGG

There is a stash of eggs on this ledge – once you talk to Bottles, you'll be able to put them to destructive use!





## COMB OVER

Each world has two honeycomb pieces inside – for every six you collect, you get an extra segment on your energy bar.

One is above the Juju in Mumbo's village, and the second is in a small cave in a cliff above the lake – either jump over the fence and slide down, or change into the termite and scurry across the slope.



## OVER 'ERE SON, IN ME 'EAD

Mumbo's home (well, homes – he's got several dotted around the place) is this big orange skull. Once you've collected enough skulls – five in this case – Mumbo can work his magic and turn you into something else! Make sure you collect the notes inside the skull as well.



## HIT THE HUT

Mumbo's village has six wooden huts. Once you've spoken to Bottles and picked up the Beak Buster move, you can demolish them and plunder their contents! The first hut you wreck contains five notes, the second five eggs, the third an enemy (watch out!) the fourth the green Jinjo, the fifth an extra life and the last the all-important puzzle piece.



## THAT JUJU THAT YOU DO

This pile of stones is the Juju – fire an egg into the mouth of each block in turn to make it disappear. When all the blocks have gone, a puzzle piece will appear.



## Bottles Says...



"Watcha! Gab with me in Mumbo's village and I'll show Kazooie the Beak Buster move, which lets you power-slam into the ground to break open objects, activate switches – and kill enemies!"

## HIVES OF ACTIVITY

If you're short of energy, you can smash open one of the two beehives on this level and regain three units of energy. Later in the game, the bees in the hives take exception to this and chase after you!



## PURPLE PAIN

Strange purple goons wander around near the start, charging at Banjo if they see him. Just mow them down for a useful source of energy if you need it.



## JINJOISM

There are five Jinjos in each world – when you find the last one, he/she/it rewards you with a puzzle piece. Four are visible on the map, and the fifth is trapped inside a hut in Mumbo's village.



## GIVE ME SOME SKULL

Mumbo's Mountain contains five of Mumbo's crystal skulls, which he needs to perform his magic. Four are out in the open, and the fifth is inside the termite mound.



## A LOAD OF BULL

This furious Brahma bull can't be killed – the best you can do is to stun him. It's safest to give him a very wide berth!



## Bottles Says...



"Have a chat with me after nicking Conga's orange and you can learn the mysteries of the egg – I'll show Kazooie how to fire them from her mouth or, er, fart them from her bum. This way, you can knock Conga down and get another puzzle piece, and also feed the Juju!"

## WELCOME!

This teleporter is the entrance to the level – to leave, just step on it again.





Initially, only one world – Mumbo's Mountain – can be explored, the single jigsaw piece needed to open it handily being in the same area as the picture. Everything else is tantalisingly out of reach, up a steep path that the lumbering Banjo isn't able to climb.

Mumbo's Mountain is a kind of microcosm of the game as a whole, offering players the chance to hone their skills and get to grips with the kind of obstacles that crop up throughout Banjo and Kazooie's quest. There's a small lake to practice swimming in, platforms to leap from, puzzles to solve and enemies to smash to pieces.

Also popping up for the first time is Mumbo the witch doctor, quite an important character in the game since he can turn Banjo and Kazooie into other animals (or indeed objects!) with abilities that let them reach otherwise inaccessible parts of the

## Come Fly With Me

RARE TRAVEL INC INVITES YOU TO EXPLORE THE WORLD OF *BANJO-KAZOOIE*! WE HAVE NINE THEMED WORLDS THAT CATER FOR THE TASTES OF ALL VISITORS, AND HOPE WE CAN SEE YOU IN ONE OF THEM SOON!

NB: TRAVEL INSURANCE IS HIGHLY RECOMMENDED.

### WORLD ONE:



### Mumbo's Mountain

WHEN VISITING SCENIC MUMBO'S Mountain, be sure to drop by the rustic native village. Wanton vandalism may not be appreciated by the locals, so be prepared to defend yourself. Citrophobes should be advised that there is a danger of heavy falls of oranges in the south-west. There is also a major termite problem in certain regions, so be sure to bring plenty of bug spray.



JUMPING ON THIS SWITCH OPENS A DOOR BELOW – BUT YOU ONLY HAVE TEN SECONDS TO MAKE IT INSIDE.

level. On Mumbo's Mountain, the pair are transformed into a termite, which can cling to the perilously steep surfaces inside a huge termite mound near Mumbo's hut. While the ultimate reward here seems to be just a puzzle piece and an extra life, don't be so sure – Mumbo's magic extends further than just his mountain...

Each world holds ten puzzle pieces, 100 musical notes (which when collected in sufficient quantities let you open sealed areas) and varying numbers of eggs (for shooting), red and gold feathers (for flying and invincibility), honeycombs (for energy) and Mumbo's magical crystal skulls. There are also five Jinjos in each world, that are little multicoloured creatures with long noses who award you a puzzle piece when you've got the entire polychromal set.

### MR NOSEYBONK

Collecting the puzzle pieces isn't as simple as it sounds. Although some are visible from the off, the only brain-teaser being exactly how to reach them, most of them are hidden and require you either to



A CONVERSATION BETWEEN A CAMEL AND A PALM TREE – IT COULD ONLY HAPPEN IN A NINTENDO GAME. OR A DAVID LYNCH FILM.

solve a puzzle or complete some task to make them appear.

The further you go into the game, the more demanding the puzzles, which stands to reason really. It'd be rather pointless to have things get easier the nearer the end you were. Like *Mortal Kombat Mythologies*, for instance. Early puzzles include spelling out the name 'Banjo-Kazooie' on a tiled floor (after first figuring out how to drain the room of water) which is straightforward enough, but later ones involve tapping out a tune on a giant church organ and making life comfortable for a huge mechanical shark!

For those who prefer action to thinking, *Banjo-Kazooie* doesn't skimp in this respect either. As well as dealing with the small-fry enemies infesting each world, who can be clawed, rolled or pecked into oblivion, there are larger bad guys who have to be nailed in their own individual ways.

Nipper the giant crab, a resident of Treasure Trove Cove, seems at first to be invulnerable, responding to Kazooie's insults with swipes from his massive pincers. Eggs don't harm him and his crustaceous body is impervious to anything Banjo has to offer, so how is he defeated? There's probably some smart way to do it

## The most stunning environ



TO REACH MAD MONSTER MANSION, BANJO AND KAZOOIE HAVE TO NEGOTIATE THIS TWISTING LEDGE OVER A POOL OF BUBBLING LAVA. ONE SLIP AND KAZOOIE WILL BE THE MAIN COURSE DOWN AT KFC!

involving precision timing and darting between his claws to chin him, but the easiest approach is to wait until you've got Kazooie's 'wonderwings' ability later in the game, then come back and deck him while you're invincible. The brute force approach – works every time!



THE JUJU IS MUMBO'S TOTEM POLE. FEED IT WITH EGGS TO CUT IT DOWN TO SIZE AND GET A PUZZLE PIECE.



# Banjo-Kazooie



THIS BULL ON MUMBO'S MOUNTAIN CAN'T BE KILLED, JUST STUNNED – STAY OUT OF HIS WAY!

Other fun sections include a toboggan race against an overweight single parent bear, some *Pilotwings*-style precision flying through a series of Egyptian statues and a truly bizarre subgame where you have to help a set of Christmas tree lights get to their piney destination without being eaten by glass-chewing green heads that pop up from the floor! All of these events take place within the game worlds, so it's possible for smart players to check out the lie of the land in advance before committing themselves to a contest.

## OH WHAT AN ATMOSPHERE

Of course, all of this kind of thing has been seen before, in *Super Mario 64*, which offered a similar 'worlds within worlds' approach, and in fact had more levels squeezed into a cartridge half the size of *Banjo-Kazooie*'s. However, you only have to take one look to see what Rare have done with



Gobi's Valley is one of *Banjo-Kazooie*'s less visually impressive worlds – but there's only so much you can do with sand!

(there's barely a square inch of *Banjo-Kazooie* that doesn't have some well-designed texture slapped on it), the further you go into the game, the better it looks. Clanker's Cavern is a masterpiece of atmosphere, a polluted cylinder of rusty metal and garbage that somehow never looks quite as gross as you'd imagine. Its centrepiece is Clanker himself, a mammoth mechanical shark who despite being very nearly as long as the entire level is gorgeously animated. His tail slowly wafts from side to side (letting you climb up it



## WORLD TWO:



### Treasure Trove Cove

FACTOR 50 SUNTAN LOTION IS recommended – this scenic island is in constant sunshine. Those who wish to visit the lighthouse should be prepared for a lengthy flight, and are also advised that it is a notorious haunt for crustaceous muggers. Buried treasure is rumoured to be hidden on the island – 'X' marks the spot, according to legend. The grounded pirate galley features not one, but two indoor pools – using these is much safer than swimming in the sea, where there is a risk of shark attacks.

## WORLD THREE:



### Clanker's Cavern

FOR THOSE WHO PREFER TO ROUGH it during their holidays, we heartily recommend Clanker's Cavern. The stench of rotting garbage permeates the air, and even the water is polluted. Local wildlife is generally mutated or mechanical. Should you wish to engage in the sport of endurance diving this is the place to go, though there is a lack of proper scuba gear and you may need to find alternative sources of air. Be warned that holes in walls may be home to all manner of creatures with sharp teeth, so be careful.

## ments ever seen on the N64

all the extra ROM space – they've used it to create some of the most stunning-looking environments ever seen on the N64, and indeed on any machine to date.

While early levels like Mumbo's Mountain could be accused of looking like *Mario 64* with better detail



BEFORE YOU NAIL THE LAST STONE, HOWEVER, MAKE SURE YOU CLIMB ONTO IT TO REACH THIS HONEYCOMB PIECE.



FREEZEZY PEAK IS PLAGUED BY EVIL SNOWMEN WHO HURL PAINFUL SNOWBALLS AT YOU. FLYING IS THE BEST WAY TO AVOID THEM – AND THE FREEZING COLD WATER!



## WORLD FOUR:



### Bubblegloop Swamp

THE WATERS OF THE SWAMP ARE full of snapping piranha fish, so pick your path carefully and try not to fall in. Wading boots are provided for your comfort, but they are in heavy demand, so you may not be able to keep them for as long as you'd like. Be sure to visit the amazing treetop village, a feat of low-tech engineering that is full of surprises. The local fauna is generally hostile – you can recognise dangerous amphibians from their brightly coloured striped markings.

## WORLD FIVE:



### Freezeezy Peak

WRAP UP WARM AND YOU'LL BE able to experience the full range of exciting winter events offered at this exclusive resort. Sledging is a popular choice, while the festively inclined may wish to participate in the annual decorating of the Christmas tree. Frequent snowball fights may hamper your enjoyment of the peak, but taking a firm line with the miscreants will limit the problem. The 300 foot tall snowman is the peak's centrepiece – why not take the time to explore it?

and jump to other areas), his gills open and close, his fins send him bobbing ponderously up and down in the oil-slicked water – even his eyes track Banjo around the level!

The worlds themselves might not seem original if they're boiled down to one-liner descriptions – 'the snow level', 'the Egyptian level', 'the haunted house level' – since *Mario 64* also had these staples of platform gaming. What sets them apart from anything you've ever seen before is the sheer amount of detail in them.

The fantastic Mad Monster Mansion ('the haunted house level', if you will) in particular looks good enough to stand as a game in its own right.

The entire look of the game is generally cartoony, which is pretty much what you'd expect of a title where one of the title characters lives in the other's rucksack, but backed up with an attention to detail that



KAZOOIE'S ALMOST BERNARD MANNINGESQUE LACK OF TACT RESULTS IN THE PAIR MAKING YET ANOTHER ENEMY, NIPPER THE CRAB.

bizarrely often makes it look more realistic than some games that strive for a believable look. The only other N64 game that comes close to matching *Banjo-Kazooie*'s glowing look of solidity is *Forsaken*, and while Acclaim's title has more impressive lighting effects, ultimately its hi-tech tunnels have a lot less variety.

## MUSICAL SPOOF

The music within the levels also varies, not just from world to world, but from section to section, smoothly segueing from one style to another as Banjo and Kazooie move around. An early case is in Treasure Trove Cove, where the music goes from jaunty Caribbean steel drums to a sea shanty as you get nearer to a pirate ship, but there are plenty of other examples.

As Banjo and Kazooie wander around Gruntilda's Lair, which is effectively a hub level that allows access to all the others, the standard music is a mutant version of *Teddy Bears' Picnic*, just far enough removed from the original to avoid any annoying legal problems. Approach the entrance of Gobi's Valley and the musicians start to walk like Egyptians; head across the graveyard to Mad Monster Mansion and you get a mournful organ rendition straight out of Dracula's castle. The character select screen of *Diddy Kong Racing* played with the idea of changing the music to fit the moment, but *Banjo-Kazooie* grabs it, runs with it and plants it square on the touchline.



THESE GOLDEN CROCODILE STATUES IN BUBBLELOOP SWAMP ARE HUNGRY – FEED THEM WITH EGGS AND THEY'LL LEAD YOU THROUGH THE LEVEL TO A PUZZLE PIECE.

Sound effects are also well done. Even though Banjo and Kazooie's little yelps and squeaks do start to wear thin after a while, they never quite go so far as to become annoying. The 'speech' of the numerous characters is put across with appropriate burbling noises as the text of their conversations appears in bubbles on screen; Banjo has a gormless yokel drawl, Kazooie a dry parrotty squawk, Bottles the mole a muffled Kenny-style mumble and Gruntilda a demented cackle. Even bit-part players like feathers and glass tumblers (I kid you not) get their own distinctive little wibbles.

As well as the spot effects, there is also great use of atmospheric background noise. Clanker's Cavern echoes with rusty squeaks and rattles as the metal muncher shifts against his bonds, Bubblegloop Swamp has an underpinning of mysterious croaks and gurgles from unseen swamp

## After *Banjo-Kazooie*, playing *Mario* is li



DA-DUM, DA-DUM, DUM DUM DUM DUM DUM DUM DUM... SNACKER THE SHARK BITES YER BUM IF YOU SPEND TOO LONG IN THE SEA.

dwellers and, in a superb example of sonic subtlety, the higher you climb above Treasure Trove Cove, the quieter the music gets, until at the top of the island's lighthouse all you can hear is the wind blowing across the mountain. Sheer class.



"PICTURE YOU... WITH A VIEW TO A HILL..." FROM THE TOP OF THE TERMITE MOUND, YOU CAN SEE THE REST OF MUMBO'S MOUNTAIN.



# Banjo-Kazooie



BOGGY THE BEAR CHALLENGES BANJO AND KAZOOIE, IN THEIR WALRUS FORM, TO A SLEDGE RACE. OUTTA MY WAY, YOU FAT GIT!

## JUMP AROUND

In play, *Banjo-Kazooie* is very much of the *Mario 64* school, though tightened up a great deal. Making the most difference is the vastly better camera control. Even though the basic functions are the same – rotate around Banjo, zoom in, zoom out – it's a lot smarter, most of the time avoiding the irritating habits of 3-D cameras where they can't decide where to position themselves.

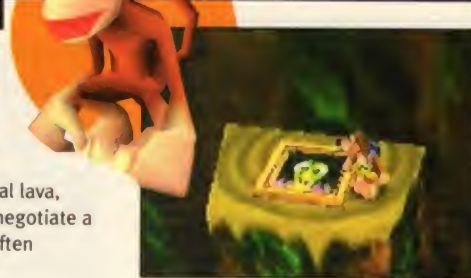
Annoyingly (and somehow inevitably), the few places where the camera really struggles to keep up with the action are the ones where you're at risk of losing a life if you make a wrong move. One particularly irksome section is in the depths of Clanker's Cavern, where air is scarce – a friendly fish provides bubbles for you, but because there's a huge block at the centre of the deep pool you're in the camera often gets stuck behind it, making it impossible for you to find the vital oxygen. Another takes place



EXTRA LIVES CAN BE FOUND IN ALL THE WORLDS. THIS ONE IS GUARDED BY A DEMENTED ICE CUBE – AND THE SLOW WALRUS CAN'T EVEN EGG IT TO PIECES!

over a sea of instantly-lethal lava, where just as you start to negotiate a twisting path the camera often decides to throw an eppy.

These glitches aside, the camera does probably the best job to date in any 3-D platformer. Useful tricks include a 'look' mode where you get to see the world through Banjo's goofy eyes, which shows off the impressive amount of attention put into every object in the game, and by holding down the R button you get a kind of



THERE IS A GRUNTILDA SWITCH HIDDEN ON EVERY WORLD. JUMP ON THEM TO REVEAL PUZZLE PIECES SECRETED AROUND HER LAIR.

*Tomb Raider* mode where the camera remains locked behind Banjo as he moves. This actually turns out to be more useful than the regular floating camera, making it easier to judge jumps, so most of the game will be spent with the shoulder button welded down.

Each of the levels has had a lot of time and effort spent to make them challenging without being overly frustrating. There's nothing more annoying in a platform game than having to make a series of precise jumps to reach a certain area,



"DIE, EVIL PURPLE THING, DIE! FALL VICTIM TO MY TUMBLING FORM GRINDING AWAY YOUR KNACKERS!"

## WORLD SIX:



### Gobi's Valley

VISITORS ARE ADVISED TO TAKE ALL the necessary precautions before entering the hostile environment of Gobi's Valley. The sand reaches scalding temperatures in places, and water is at a premium. The valley is full of ancient monuments, many of which still hold buried treasures for those brave and skilful enough to enter. Flying is the recommended means of travelling around the valley, but those who wish to get around in comfort can take advantage of the frequent Persian rug shuttle service.

## WORLD SEVEN:



### Mad Monster Mansion

NOT FOR THE FAINT HEARTED, THE mansion is a destination for the budget-conscious. Accommodation is dirty (toilet facilities are especially poor, though they are at least better than those in France) and subject to supernatural infestations, and the local residents are members of the living dead and thus dislike tourists. However, the mansion boasts a large maze with an extensive cellar of fine vintage wines, and the local church has regular organ recitals.



THIS MASSIVE CROCODILE LURKS IN BUBBLELOOP SWAMP. WHEN YOU'VE BEEN TURNED INTO A CROC YOURSELF, YOU CAN CRAWL INSIDE HIS NOSE!

35





## WORLD EIGHT:



### Rusty Bucket Bay

HELLO, SAILOR! THE DOCK AREA IS not really a tourist attraction, but economy travellers or shipspotters may wish to visit. Recent oil spills have left the water highly undesirable for swimmers, and local lifebelts do not meet current health and safety regulations. Despite the pollution, you may still see the occasional dolphin around the bay. Rusty Bucket Bay is a fully working port, so try to avoid interfering with the stevedores.

only to have one slight mistake force you back to the start. *Banjo-Kazooie* does have a few sections where careful jumps are needed, but the game is fairly forgiving of mistakes, and thankfully if you do screw up it never takes too long to get back into position for a second try.

### CAPTAIN BK AND HIS BAND

*Banjo-Kazooie* is also quite a funny game, as in funny ha-ha. Much of it is Childrens ITV-level stuff, with lots of discussion of Gruntilda's underpants and personal hygiene, but the characters themselves are more appealing than anyone was expecting. Banjo's a bit of



NOW THAT IS ONE BIG-ASS SNOWMAN! IF YOU WANT A SENSE OF SCALE, BANJO IS ABOUT AS TALL AS THE PUPIL OF HIS EYE...

a cipher, which is par for the course for a game hero (be honest, Mario has no real personality at all, does he? Yelling "Mama mia!" and going droopy-eyed when he's tired isn't going to get Robert De Niro interested in the role), but Kazooie is a star, insulting everyone she speaks to and complaining vocally whenever something looks as though it might inconvenience her. Selfish, rude, lazy and hedonistic – she could almost be a real person!

Even though the overall theme of the game is squarely aimed at kids, there's still the odd bit of good ol' British *Carry On*-style comedy for older (note that I didn't say 'more mature') players. One scene has a dried-up palm tree complaining about the lack of water, prompting Kazooie

to enquire after the condition of his nuts, and there's also a talking toilet called Loggo who could have come straight from the pages of *Viz*!

It's this sort of humour that keeps *Banjo-Kazooie* from sinking into the kind of sanitised Disneyesque world occupied by Mario, where not only do bad things never happen, but bad thoughts are banned too. If Nintendo are Disney, which they would undoubtedly like to be, then Rare are Warner Bros – on the surface doing the same thing, but with just enough of an anarchic edge to keep them interesting. (Nobody mention *Space Jam*, or the analogy collapses...)

### THE SUMMING UP BIT

It's a pity we didn't wait until we'd seen *Banjo-Kazooie* before we carried out last issue's updating of the Nindex scores. If we had, *Mario 64* would have suffered rather more, since in comparison to *Banjo-Kazooie* it looks like Stephenson's Rocket beside a Eurostar.

It just goes to show what a difference two years can make. *Mario 64* was the first game on the N64, and at the time people were absolutely frothing at the mouth to praise it as the greatest videogame ever written.



DAVID ATTENBOROUGH'S SIX-MONTH QUEST TO FILM THE RARE BANDED TREE FROG WAS ABOUT TO BE CRUELLY FOILED.

## Are You Yanking My Clank?

CLANKER IS GRUNTILDA'S WASTE DISPOSAL, A VAST MECHANICAL SHARK WHO CHews UP GARBAGE. HE'S NOT HAPPY WITH HIS LOT, THOUGH – WHILE HE MIGHT LOOK FEARSOME, IF YOU CAN HELP HIM OUT HE'LL BE YOUR BEST MATE!



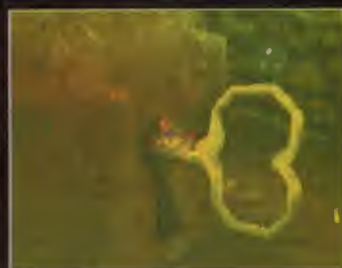
AS YOU SWIM INTO THE CENTRAL AREA OF CLANKER'S CAVERN, CLANKER GIVES YOU AN EXPLANATION OF HIS PLIGHT.



AND HERE'S THE SHARK HIMSELF! TRAPPED BENEATH SEWAGE-FILLED WATER, YOU CAN UNDERSTAND HIS DISTRESS.



THERE'S THE PROBLEM – THE BIONIC BEHEMOTH IS HELD FIRMLY IN PLACE BY A HUGE CHAIN.



SWIM DOWN INTO THE MURKY DEPTHS AND BANJO AND KAZOOIE FIND THIS ENORMOUS KEY IN THE CHAIN'S LOCK.



KEEP SWIMMING INTO THE KEY AND YOU'LL EVENTUALLY TURN IT – JUST MAKE SURE YOU REPLENISH YOUR AIR!



ONCE THE KEY IS TURNED, CLANKER RISES TO THE SURFACE FOR A MUCH-NEEDED BREATH OF FRESH AIR. ONE MORE PUZZLE PIECE FOR BANJO!

## WORLD NINE:



### click clock wood

AS THE SONG BY CROWDED HOUSE says, in Click Clock Wood you really can experience "four seasons in one day." Majestic redwood trees dominate the forest, but visit now before logging encroaches too much on the area's natural beauty. Watch out for the indigenous Norwegian Blue parrots – they may look attractive, but they have a nasty bite. Visitors should also take care not to prick themselves on the sharp brambles that are found all around. Local honey is delicious, and beanstalks are a seasonal crop.





THE INSIDE OF THE CHRISTMAS TREE IS INFESTED WITH INSECT VERMIN – JUST LIKE THE REAL THING!

Now, it looks positively barren and simplistic. Even though *Banjo-Kazooie* is the same type of game, it's a far more immersive experience, and it's not just because the graphics are better. *Mario's* stark, angular landscapes made it obvious that you were playing a game, but *Banjo-Kazooie* spares no effort to convince you that you're exploring an actual world. A strange fantasy world, to be sure, but it's got an internal logic that was sometimes missing from *Mario*.

With *Banjo-Kazooie* so good, it makes you wonder what Rare plan to do to make their other cutesy adventure, *Twelve Tales: Conker 64*, an improvement. Based on what was on show at E3 (see last issue), the style of play is very similar, but while Banjo and Kazooie overcame the preconceptions that were formed based on the character designs ("A redneck bear? The hell?"), Conker still looks disturbingly twee. And those eyes, those mad staring eyes...



CLANKER'S INNARDS PRESENT CHALLENGES OF THEIR OWN. SWIM AND JUMP THROUGH ALL THE HOOPS IN SEQUENCE (AGAINST THE CLOCK) TO GET YOUR REWARD.

Just how much long-term play *Banjo-Kazooie* will ultimately offer is debatable, if only because it's the sort of game that will be played intensively from the moment it's taken from the box until it's been cracked. Once all the puzzle pieces have been found, there's not much incentive to go through the game and find them all again unless you're trying to improve on your completion time. Much of the game's challenge comes from trying to work out where all the items are and how best to reach them, but once you know, it's possible to clear out a whole world in a matter of minutes. In the short term, once you've opened up

a few levels there are several points that offer infinite life loops – go into the level, take the shortest route to an extra life, leave the level, re-enter the level ad infinitum. Since death comes fairly infrequently anyway once Banjo and Kazooie have got their full set of moves, the most common cause of the game over sequence is the inconvenient human need for sleep.

That shouldn't deter you from buying the game. *Banjo-Kazooie* is brilliant, plain and simple, and another example of why Nintendo have become so dependant on Rare – the company produces games that are every bit as good as Nintendo's own, if not better. And there's no higher recommendation than that! **R64**

## Flipping The Bird

GAME OVER, MAN, GAME OVER! WHEN BANJO AND KAZOOIE FAIL IN THEIR MISSION, THE CONSEQUENCES FOR POOR TOOTY ARE DISASTROUS. THE NEW-LOOK GRUNTILDA, ON THE OTHER HAND, NOW LOOKS LIKE POSH SPICE, SO IT'S NOT ALL BAD...



## 2nd opinion

NEVER MIND 'EVERY BIT AS GOOD' AS NINTENDO'S OWN... I'D SAY RARE PRODUCES THEIR GAMES TO A HIGHER STANDARD! THIS GAME HAS BEEN A LONG TIME IN COMING (OR AT LEAST IT SEEMS LIKE IT) BUT IT WAS MORE THAN WORTH THE WAIT! THE GAME IS SO BIG THAT IT SHOULD KEEP YOU GOING FOR ABSOLUTELY AGES, AND THE LEARNING CURVE IS NICELY DESIGNED SO THAT PRACTICALLY ANYONE WILL BE ABLE TO PICK IT UP AND PLAY BUT IT WILL STILL PRESENT A CHALLENGE TO THOSE 'ACCOMPLISHED GAMERS' AMONG YOU. IF YOU ONLY BUY ONE GAME FOR THE N64 THIS YEAR, MAKE IT THIS ONE! **ROY KIMBER**

### Rating:



## 64 THE BOTTOM LINE magazine

### Controls



### Alternatives

*Super Mario 64*: Nintendo (£49.99)  
Reviewed: Issue 1, 92%  
*Mystical Ninja*: Konami (£59.99)  
Reviewed: Issue 13, 85%

### Rating

#### Graphics



#### Audio



#### Gameplay



#### Lasting Challenge



### Overall

**95** %

#### Soundbite:

EXCELLENT, EXCELLENT, EXCELLENT! *BANJO-KAZOOIE* IS THE GAME YOU ALWAYS PROMISED YOURSELF – SO BUY IT!





ENGLAND RUSH FORWARD FOR AN IN-SWINGING CORNER KICK, THE MEREST OF FLICKS COULD RESULT IN A BULGING NET.



WHAT A COLLECTOR'S ITEM... A PAUL INCE GOAL. YEAH, YEAH, HE MAY BANG 'EM IN FOR HIS CLUB, BUT NOT FOR ENGLAND!



SHEARER CELEBRATES A MOMENTOUS STRIKE IN UNCHARACTERISTIC FASHION... VERY KLINSMANN!

|       |         |       |                   |                     |                     |               |         |
|-------|---------|-------|-------------------|---------------------|---------------------|---------------|---------|
| Ninjo | Players | 64 M. | Publisher: Konami | Game Type: Football | Release Date: Japan | Price: £59.99 | Out now |
|       |         |       | Developer: Konami | Origin: Japan       |                     |               |         |

The wait is **OVER** – the **BEST** football game **EVER** has spawned a **SEQUEL**!

# INTERNATIO SUPERSTAR

**64 STYLER**



**HOLY SCORCHIO! WHAT A** complete summer this is, the World Cup finals in France, and a brand new football game from the makers of the best ever football game. What self-respecting crazed football nut could ask for more (except perhaps a couple of petrol bombs, a hefty beer intake and a severe lack of tickets for any England game)?

*ISS '98* (or in this case *Jikkyou World Soccer: World Cup France '98*, but that's a bit of a mouthful!) follows on from the much-played original which still holds the record for the most popular game in the office. In fact, we've only just got bored rigid of the original *ISS 64* – but to be fair, that was after a year and a half of lunch-time grudge matches.

So the sequel couldn't have come at a better time, and the fact that this is the Japanese import version (which

was miles better than the PAL one the first time round) just adds to our joy.

The first notable aspect of *ISS '98* is the official World Cup licence slapped on it (this only applies to the Japanese version, mind), meaning that you'll be able to savour all the thrills and spills of the 'Coup De Monde', albeit in Japanese.

**The best footb**



THAT'S SUPPOSED TO BE ALAN SHEARER, IS IT? HOW COME ALL THE PLAYER PORTRAITS LOOK LIKE PAUL SCHOLES... EVEN THE BLACK PLAYERS? NOT DISRESPECT TO THE YOUNGEST MIND.

## Memory Options



**MEMORY:**  
NONE  
**CONTROLLER PAK:**  
SAVE PLAYER  
EDITS, WORLD  
CUP STANDINGS  
AND OPTIONS.

## \$64,000 Question

- BETTER GRAPHICS
- NEW ANIMATIONS
- NEW MOVES AND TRICKS
- WORLD CUP LICENCE
- IT'S ALL IN JAPANESE



ADMIT IT... YOU'D BE BLOODY IMPRESSED IF YOU CAPTURED THIS ON FILM!





THE ROMANIAN TURNS WITH SUCH FORCE THAT THE JERSEY-TUGGING BRIT IS YANKED CLEAN OFF HIS FEET!



A DELIGHTFUL THROUGH-BALL FINDS THE STRIKER IN YARDS OF SPACE. A GOAL IS SURELY INEVITABLE.

# INTERNATIONAL SOCCER '98

## VINDALOO

Not wishing to beat about the bush, the World Cup tournament was our first port of call in this game, and it begins with you selecting one of any of the International sides and taking them through the qualifying stages for the finals. Unfortunately, the adjustment of time doesn't apply to

all game ever!

this option so you've got to play each and every game in day-draining five-minute halves instead of the nippier three-minute ones we prefer. So, playing as England, Japan, Romania and Norway were all savaged by convincing 13-0 scorelines. If only that happened for real!

Admittedly, the gameplay seems very similar to the original when playing for the first time, but skilled pros will soon uncover the intricacies of this sequel that make it stand out as being championship material.

For a start, a greater array of goals may be scored thanks to more moves and longer range shots that can both lob the goalie from a considerable distance and batter his crossbar from

a screaming 30-yard rocket, all with more aftertouch than ever before. The players also respond much better to loose ball situations – so if you shoot at goal and the ball ricochets off the goalie, first time strikes are possible without the annoying delay that plagued the first game. Stuff like scissor kicks, overheads and toe-pokes are also much easier to pull off depending on where the ball is in relation to the player. The same



"OH KIKO, YOU SCORE A MAGNIFICENT GOAL, NO?" "TOO BLOODY RIGHT MATE!"



...WELL, WE CAN ALL DREAM CAN'T WE? OF COURSE, BY THE TIME YOU READ THIS, WE WOULD PROBABLY HAVE CRASHED OUT.



HERE WE SEE THE ALL-NEW FREE KICKS WITH AN EXTRA VIEW FOR PRECISION AND VARYING HEIGHT ADJUSTMENTS.



HE SHOOTS, THE GOALIE IS WELL-PLACED, BUT THE FACT THAT THIS IS A REPLAY MEANS HE SCORED!



MISERABLE SPANIARD ROBS THE BALL FROM THE TRADITIONALLY LUCKY GERMAN PLAYER.



## Slide! Thwak! Snap! Yelp!

LIKE WE SAID IN THE REVIEW, FOULS ARE A VERY NASTY BUSINESS IN *ISS '98*. TAKE THIS INSTANCE FOR EXAMPLE; THE ENGLISH LION FELLS AN OPPONENT AND THEY COLLAPSE IN AGONY CLUTCHING A PARTICULARLY NASTY LEG INJURY. STILL, WHAT GOES AROUND COMES AROUND BECAUSE AN ENGLAND PLAYER GETS FELLED IN THE NEXT ROUND AND THE INJURY IS EVEN MORE SEVERE – AS YOU CAN SEE WHEN THE TRAINER HAS TO GET HIS MAGICAL SPRAY CAN OUT. FOOTBALL EH? VERY NASTY BUSINESS!



applies to headers, which can be controlled and directed much easier than before.

Pundits may also notice the enhanced speed of the game. This isn't just in the overall pace of the games (although they do seem more frantic) but in the dead-ball situations. The hair-pulling delays for substitutions have been completely eradicated and the set-piece plays are also nippier to get underway.

## THREE LIONS

The Japs have really gone to town with the presentation as well. Whenever a foul is committed or a goal scored, a replay will instantaneously take place on-screen and then shrink into a jazzy box and slide off as the real action recommences – very Sky Sports!

What about those magical touches of realism then? The sort of stuff you look at and think "Blimey, I've never seen that in a football game before!"

Well, sadly the dog on the pitch still isn't present, nor are the streakers and enraged fans, but there's plenty more to savour, believe us!

AH TEDDY! ANOTHER TOP-CLASS HEADER SINKS THE UNFORTUNATE OPPONENTS. PITY YOU'RE BENCHED NOW INNIT!



THE IMPOSSIBLE DREAM IS AT AN END. WHERE DO WE GO FROM HERE? WHAT ARE YOU DOING IN FOUR YEARS TIME?

For a start, if a player gets harshly booked by the ref, they will vent their frustration at the official and adopt the body language of a crazed nutter about to chin him, until that is, a team mate steps in to push you back. The injuries are also a pleasure to watch. Although there are no David Buust-style bendy-shin compound fractures to be seen, if you take a player out maliciously, they will hit the deck in a

## A must for fo



YOUNG URI ALWAYS HAD OUTSTANDING BALL CONTROL. POWER OF THE MIND, Y'KNOW.



O! ADAMS! GET BACK IN DEFENCE WHERE YOU BELONG AND STOP TRYING TO BE A GLORY BOY. STILL, BLOODY GOOD EFFORT MY SON. SHAME THE GOALIE HAD IT COVERED.



DAVID BECKHAM UNLEASHES A NEW KIND OF SUPER STRIKE FREE KICK. AS THE WALL JUMPS TO INTERCEPT, YOU HOOOF IT UNDERNEATH AND INTO THE BOTTOM CORNER. POSH IS DELIGHTED!



# International Superstar Soccer '98



THE REPLAYS SHOW STRANGE COMET-LIKE TRAILS BEHIND THE BALL, MAKING THE FLIGHT MORE VISIBLE.

crumpled heap. You will then inevitably receive a booking and the physios will rush on and administer the magic spray on the felled player. If that doesn't work, the stretcher men will dash onto the scene and lug him off. Quite marvellous.

If you fiddle with the foreign-text options, there is much to be found. For a start you can adjust the camera perspective and play the game from an entirely different angle, and even alter the player attributes to transform dodgy strikers into Brazilian gods in the blink of an eye.

As this is the Japanese import copy, we are treated to the usual hyperactive tones of some over-enthusiastic commentator. The difference with this game though is that the ranting studio bod also shouts the names of the players (the real ones that is – "Shearer! Ronaldo! Batistuta!") and cheesy stuff like "nice combination". We love those crazy Japs!

## otball fans!



CAPTAIN SHEARER, COMPLETE WITH ARMBAND, MUSCLES IN TO SCORE YET ANOTHER CRACKER. NO GOLDEN BOOT IN THIS WORLD CUP THOUGH.



IMPRESSIVE SCISSOR KICKS ARE POSSIBLE IF YOU GET INTO THE RIGHT POSITION AS THE BALL IS IN-COMING. THIS ONE WENT IN AS WELL!

## WORLD IN MOTION

There is very little we can fault this game on, practically naff-all in fact. However, the new height-adjustable free kicks take some mastering and can be very misleading. You see, whenever you get to kick the bladder from dead-ball situations, the arrow that showed the direction in the previous game has now been enhanced to give the player freedom to adjust the height. In most instances it works (goal kicks, corners) but for free kicks it is very hard to judge what height will sufficiently clear the wall... like we said, petty stuff really.

With so many new features and differences, we can expect *ISS '98* to follow in the footsteps of its



GOALIE BLOKE GETS DOWN EARLY, BUT NOT EARLY ENOUGH TO STOP THIS SCREAMER, AS VIEWED HERE FROM THE NET-CAM.

predecessor and take the office lunchtimes by storm. This is total football, this is exhilarating football, this is sexy football. The best football game ever, and one that completely mops the floor with EA's official *World Cup '98* game. Hopefully, the PAL version should keep with the same high standard, and not be altered almost beyond recognition like it was before. A must for football fans!

*ISS '98* WAS SUPPLIED BY DEPARTMENT 1, (0171) 916 8440.



## 2nd opinion

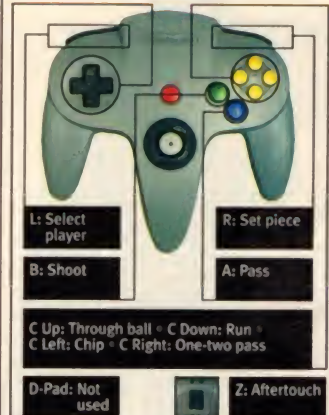
JUST WHEN YOU THINK THAT FOOTBALL GAMES CAN'T GET ANY BETTER, ALONG COMES SOMETHING LIKE *ISS '98* (OKAY, *JIKKYOU WORLD CUP* WHATEVER '98) AND MOVES THE GOALPOSTS AGAIN. *WORLD CUP '98* WAS GOOD, BUT THIS WINS THE MATCH WITHOUT EVEN NEEDING A PENALTY SHOOTOUT! STUNNING – LET'S HOPE THE PAL GAME IS UP TO SCRATCH. ANDY McDERMOTT

Rating:



## 64 THE BOTTOM LINE

### Controls



### Alternatives

*World Cup '98*: EA Sports (£54.99)  
Reviewed: Issue 14, 93%  
*ISS 64*: Konami (£34.99)  
Reviewed: Issue 3, 93%

### Rating

### Graphics



### Audio



### Gameplay



### Lasting Challenge



### Overall



Soundbite:  
THE SEXIEST FOOTBALL GAME AROUND BAR NONE!



Ninfo



Publisher: GT Interactive  
Developer: Eurocom  
Game Type: Beat-'em-up  
Origin: USA  
Release Date: Out now (import)  
Price: £59.99

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## Memory Options

MEMORY: NONE  
CONTROLLER PAK: STORES GAME PROGRESS, SCORES, ETC.

## \$64,000 Question

- + FAST AND FURIOUS BEAT-'EM-UP ACTION
- + HUNDREDS OF GORY SPECIAL MOVES
- + EXTREMELY ADDICTIVE
- + NICE 3-D CHARACTERS AND ARENAS
- NOT REALLY '3-D' GAMEPLAY



HERE'S A HANDY HINT: IT'S NOT A WISE MOVE TO LET GORO GET CLOSE ENOUGH TO GRAB YOU!



REPTILE'S HALLMARK SPIT HAS OF COURSE BEEN INCLUDED. IN FACT, ALL YOUR FAVOURITE MOVES ARE THERE, ALONG WITH SOME NIFTY NEW ONES!

# MORTAL KO

Beat-'em-up fans REJOICE! The first truly DECENT N64 *Mortal Kombat* title is FINALLY here!



WHEN IT FIRST CAME OUT, *Mortal Kombat* was a revolutionary concept. It

took the standard beat-'em-up format and added something totally new – over the top gore! Kids loved it, parents hated it. Some people even suggested that the violence in the game would encourage children to

copy these acts in the real world. And when we witness the first eight-year-old child perform a spinal rip on his playground chums, then we'll believe it. Until then though, let's all just calm down, pick up our joypads and enjoy the cartoon violence for exactly what it is, OTT schlock...

*Mortal Kombat 4* takes the outrageous violence a step further, with newer, even more violent moves, and this isn't just the fatalities. You are offered a choice of 15 different characters, with an as yet undisclosed

number of hidden ones, including the mighty quadridextrous bald bloke Goro. The big thing about this game though, is that it's the first title in the *Mortal Kombat* series to feature 3-D.

## 3-D OR NOT 3-D...

Now, note that we said 'feature' 3-D, not 'be in' 3-D, and this is an important distinction. The characters in the game are now rendered in impressive three dimensional solidity, and the arenas, instead of being flat, are also in three dimensions. However, the actual '3-D' aspect of the game is fairly limited. Most of the action still takes place in and is viewed on a 2-D plain, from the side.

This means that all the usual moves and techniques still apply, since



QUAN CHI'S ENERGY BLAST IS A BIT NASTY – HE FIRES A HUGE GREEN SKULL WHICH EATS INTO HIS OPPONENT!



NO MORTAL KOMBAT GAME WOULD BE COMPLETE WITHOUT OUR HOMICIDAL FOUR-ARMED FRIEND GORO.

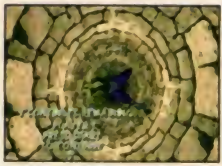


AS YOU'D EXPECT FROM MORTAL KOMBAT, THERE ARE SOME PRETTY NIFTY AEROBATIC MOVES INCLUDED.

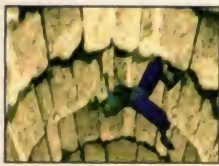
**Mortal Kombat 4 takes the outrage**



# Mortal Kombat 4



LOSE THE GAME AND IF YOU'VE ANY CREDITS LEFT YOU CAN CONTINUE. RUN OUT OF CREDITS THOUGH AND YOUR CHARACTER WILL COME TO A STICKY END!



WINNING THE GAME DOESN'T NECESSARILY GUARANTEE YOUR CHARACTER A HAPPY ENDING, AS REPTILE FINDS OUT HERE. A GLASS OF REPTILE SMOOTHIE ANYONE?



## Kombat Kharacters!

AS WITH PREVIOUS MORTAL KOMBAT GAMES, YOU HAVE A WIDE RANGE OF COLOURFUL CHARACTERS TO CHOOSE FROM, AND SEVERAL HIDDEN ONES BESIDES. SO, WITHOUT FURTHER ADO...



OUR TIRED KOMBATANTS TAKE TIME OUT FOR A BIT OF RELAXING LEVITATIONAL EXERCISE.

# MBAT 4

practically all the combat takes place in two dimensions. The 3-D movement in the game is achieved through the use of a sidestep move, similar to that used in *Fighter's Destiny* and *Bio Freaks*. With this, players can move into and out of the screen, then after a moment or so the camera will pan around so that they are once again on a 2-D plain. Other 3-D aspects occasionally crop up when certain moves are performed, or when finishing moves are accomplished. Do a throw, for example, and the camera will pan around behind or in front of the player for a better angle on it, and fatality moves are shown from a number of different angles, much like fight scenes in a Jackie Chan film.



AH, THE OLD 'HARPOON THROUGH THE CHEST' MOVE... THIS REALLY TAKES ME BACK, TO THE HAPPIER TIMES, WHEN GAMES WERE REALLY GAMES...

The overall result is pretty effective. The camera angles and sidestep moves give a much more 3-D experience than previous *Mortal Kombat* games, with the camera changes taking place quickly and effectively, not disrupting the gameplay at all. The fact that the gameplay is 2-D most of the time, although it may disappoint those who were hoping for a totally new experience, actually makes it very easy to play. As you don't have to worry

about pointing your character in the right direction, your attention can go into working out and accomplishing the myriad of special moves.

## FASTER THAN A SPEEDING KOMET!

One of the most notable things about *Mortal Kombat 4* is the speed at which the game moves. The characters bounce and kick their way around the screen like a bunch of manic sprinters on steroids. And rather refreshingly, the control system is responsive enough to keep up with it. Nothing spoils a game like super-fast animation coupled with unresponsive controls.



HERE WE SEE SOME SONYA ON SONYA ACTION... EXCUSE ME, I THINK I NEED TO GO OFF SOMEWHERE AND HAVE A LIE DOWN FOR A WHILE.

## Fujin

**WEAPON:** Crossbow  
The God of Wind is one of the last surviving Gods of the Earth. Fujin has joined forces with Raiden in an attempt to defeat Shinnok's forces and save Earth from the twisted ex-elder God's machinations.



## Jarek

**WEAPON:** Black Dragon Sword  
Jarek is apparently the last surviving member of the clan that was originally led by the cyborg Kano. He is Sonya Blade's deadly enemy, but circumstances have left him fighting at her side to save Earth.



## Jax

**WEAPON:** Spiked Club  
Sonya Blade's long-time friend and comrade-in-arms, Jax, was drawn into the battle for Earth when he set out to find her after she vanished whilst on the trail of Jarek, the last of Kano's evil gang.



## Johnny Cage

**WEAPON:** Bowie Knife  
Even though he was killed in an earlier *Mortal Kombat* game, Johnny Cage nevertheless returns in this edition thanks to some convoluted plot involving reincarnation, Raiden and some sticky-backed plastic.



## Kai

**WEAPON:** Gurka Knife  
This close friend of ace Bruce Lee clone, Liu Kang, also just happens to be another master in many forms of unarmed combat. When he heard about nasty old Shinnok, he just couldn't keep away!



## Liu Kang

**WEAPON:** Dragon Sword  
Despite being the immortal champion of *Mortal Kombat*, Liu Kang still doesn't get the girl. After failing to rescue her he enlists the help of Earth's bravest in an attempt to finally get lai... er, get his girl back.



## Quan Chi

**WEAPON:** Mace  
Once again Quan Chi has bailed out the 'immensely powerful' evil Elder God Shinnok, so we're all back to square one. Cue much fighting, maiming and cries of "Earth will be mine, puny human!" Ho hum.



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ous violence a step further





## Raiden

**WEAPON:** Warhammer

As per usual, Raiden is about the only thing that straddles between evil maddened ex-Gods and the people of Earth. Of course, rather than do all the work himself he's imported a few puny humans to help out.



## Reiko

**WEAPON:** Spiked Club

Originally Reiko was a general in the armies under Shinnok. After being in the MIA for some time, he's returned to champion the evil Elder God before auditioning for a part in the next *Batman* film.

## Reptile

**WEAPON:** Battle Axe

Another general from Shinnok's army of darkness (although isn't that name already copyrighted by Sam Raimi?) Reptile is back to spit acid, kick ass and resume searching for that *truly* effective acne cure.

## Scorpion

**WEAPON:** Long Sword

This time Scorpion's fighting for something he really wants... the chance to once again have a life (no more sitting at home watching *Star Trek* re-runs on Sky One!) Can anyone stop him?

## Shinnok

**WEAPON:** Battle Staff

A former Elder God who had his membership revoked after a nasty incident in the Elder God pool room, Shinnok is out to destroy Earth, regain his former position and - time permitting - destroy Raiden.

## Sonya Blade

**WEAPON:** Windblade

After previous *Mortal Kombat* successes, Sonya joined the Outworld Investigation Agency. She has discovered what Quan Chi has been doing and now needs to get back and warn Earth. Sounds easy...

## Sub Zero

**WEAPON:** Ice Sceptre

Although the original Sub-Zero is no longer around, he left his costume and - conveniently enough - his special powers to his younger brother. But will the new Sub-Zero measure up?

## Tanya

**WEAPON:** Boomerang

A native of Edenia, the realm that Shinnok has conquered as a base from which to mount his campaign from, Tanya is out to foil the evil Elder God's plans for Earth and banish him from her world forever.



JOHNNY CAGE DISCOVERS THAT JUST BECAUSE YOU'RE POPULAR WHEN YOU'RE DEAD, IT DOESN'T MEAN YOU'LL NECESSARILY BE WELCOMED BACK!

If you've played any of the previous *Mortal Kombat* titles, then you should pretty much know what to expect from the gameplay. Check that, if you've played any of the previous *Mortal Kombat* titles apart from *Mortal Kombat Mythologies: Sub Zero*, then you should know exactly what to expect! If *MK Mythologies: Sub Zero* is your only experience so far of the *Mortal Kombat* universe, then let's just clear a few things up right now. Firstly, you can play as more than one character. Secondly, the gameplay does not consist primarily of making pixel-perfect jumps through levels of precarious platforms only to be



OH, GORO WINS, DOES HE? WELL THERE'S A SURPRISE! IT'S NOT LIKE HAVING TWICE AS MANY ARMS AS EVERYONE ELSE GIVES HIM AN ADVANTAGE OR ANYTHING, IS IT?

annihilated by the end-of-level boss on stage two. *Mortal Kombat 4* is nothing at all like that.

Now that we've cleared that up... in addition to the inclusion of 3-D, *Mortal Kombat 4* has one or two other new features worthy of mention. The first is the fact that each character now has their own special weapon.

## KRAZY KOMBAT!

This weapon should not be confused with the usual run-of-the-mill energy blasts - in general it takes the form of a sword or mace of some sort, which - when you work out how to draw it - has its own range of special moves.

Weapons are dropped if the character holding them is hit hard enough, and can then be picked up by either combatant. Which brings us to the second new feature, the 'foreign object factor'. In the style of American professional wrestling, most of the arenas contain various items which can be utilised in the combat. These include rocks, and even the odd skull from time to time.

There's really little more that needs to be said as far as gameplay goes. The game includes team fighting, a tournament mode, a host of difficulty levels and you'll find that pretty much every feature in the game can be

## No Mortal Kombat fan sho



ONE OF THE NEW FEATURES OF MK4 IS THE RANGE OF TRULY GRUESOME LIMB-BREAKING MOVES, WHICH THE CHARACTERS JUST SHRUG OFF!

played around with. You even have the option to turn off the gore, although what player in their right mind would want to do that? I suppose a fan of the *Street Fighter* beat-'em-up series maybe, but then they were always a little strange...



YOU MIGHT THINK THAT BREAKING SOMEONE'S ARM WOULD IMPEDE THEM SOMEWHAT, WOULDN'T YOU? NOT IN MK4! (KIDS: DON'T TRY THIS AT HOME!)



# Mortal Kombat 4



YOU WOULDN'T THINK THAT SONYA WOULD BE ABLE TO PICK UP A ROCK THAT BIG, WOULD YOU? LET ALONE THROW IT!



NO, DON'T SPRAY ME WITH YOUR M... OH, YOU MEANT THAT KIND OF MACE! WELL, THAT'S OKAY THEN!

## Drop Dead Gorgeous

SONYA BLADE IS ONE OF THE MORE ATTRACTIVE COMBATANTS IN THE GAME (IF FINDING A COMPUTER-GENERATED CHARACTER ATTRACTIVE ISN'T TOO WEIRD). HOWEVER, IF YOU EVER MET HER YOU PROBABLY WOULDN'T WANT TO GET IN A SITUATION WHERE YOU ENDED UP BETWEEN HER LEGS!

## IN KONCLUSION...

Basically, *Mortal Kombat 4* can be summed up as follows: more of the same, with a few nice extras. The speed of the game is nothing short of amazing, and really goes a long way to raising this title some way above the other games of the same genre currently available for the N64. If we had to pick holes, we might say that the ending sequences we've seen so far are fairly unimpressive, and the fact that you seem to get the same ending sequence whether you finish on the novice or on the ultimate

difficulty level is a trifle disappointing. However, that said, the game plays like a dream, and the fatalities are gorier than ever, ensuring many happy gaming hours to come. As with most games of this type, *Mortal Kombat 4* is the most fun when played in two-player mode against a friend, but the one-player mode is also great fun, which is a pleasant surprise. No *Mortal Kombat* fan should be without this game!

**MORTAL KOMBAT 4 WAS SUPPLIED BY DEPARTMENT 1, GET THEM ON (0171) 916 8440.**



## 2nd opinion

IF YOU'RE A REGULAR READER, YOU'LL KNOW I'VE ALWAYS PREFERRED *STREET FIGHTER* TO *MK*. THAT SAID, *MK4* TURNED OUT TO BE MORE ENJOYABLE THAN I EXPECTED. IT'S FAST, COMPLETELY LUDICROUS AND A GREAT LAUGH IF YOU'RE PLAYING AGAINST ANOTHER PERSON — BUT THE LIMITATIONS OF THE EARLY *MK* GAMES ARE STILL THERE, AND WEARING THIN. **ANDY McDERMOTT**

## Rating:



uld be without this game!



IN THE TWO ON TWO BATTLE, YOUR CHARACTERS HAVE A RATHER NOVEL WAY OF INDICATING THAT IT'S TIME FOR THE NEXT FIGHTER TO COME ON!



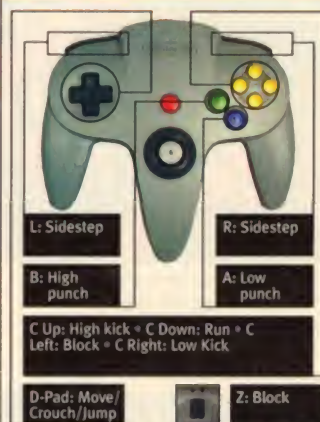
I DON'T GET IT... IF FUJIN'S A GOD, WHY DOES HE NEED TO CARRY A CROSSBOW?



G'DAY! I WAS LIKE, WONDERING, MATE, WHETHER YOU MIGHT NOT BE AVERSE TO A GAME OF CATCH, LIKE MATE? EH, MATE?

## 64 THE BOTTOM LINE magazine

## Controls



## Alternatives

*Fighter's Destiny*: Ocean (£54.99)  
Reviewed: Issue 11, 80%  
*Bio Frenks*: GT Interactive (import)  
Reviewed: Issue 15, 82%

## Rating

## Graphics



## Audio



## Gameplay



## Lasting Challenge



## Overall

86%

## Soundbite:

FAST, VIOLENT, GORY... EVERYTHING A YOUNG CHILD COULD HOPE FOR!



Ninfo



Publisher:  
Developer:

Ocean  
Zed Two

Game Type:  
Origin:

Arcade puzzler  
UK

Release Date:  
Price:

Out Now  
£39.99

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ICE, IN ADDITION TO STOPPING YOU FROM LOWERING YOUR WATER LEVEL, PREVENTS RAINBOWS FROM APPEARING TOO – BOO!



# WET

*Wetrix* deals with **ARCHIMEDES'** principle of **WATER** displacement... apparently. Don't know **MUCH** about that, but it's bloody **GOOD!**

## \$64,000 Question

- BRIGHT GRAPHICS WITH IMPRESSIVE WATER EFFECTS
- HIGHLY COMPLEX AND ADDICTIVE GAMEPLAY
- EXCELLENT TUTORIAL MODE
- A TRIFLE UNFORGIVING

## Memory Options

**MEMORY:**  
NONE  
**CONTROLLER PAK:**  
STORES GAME  
PROGRESS AND  
SCORES



**EVERY SO OFTEN A GAME** comes along which is a little different from your average title. This doesn't happen very often, presumably because it's far easier to produce a game based on a successful formula (beat-'em-ups, race games, etc) than to go out on a limb with a totally new kind of game. *Wetrix*, though, is something different. It's weird, wacky and wet. Think of playing *Tetris* in the bath, and you'll have some idea what we're talking about.

## Self Help

THE PRACTICE MODE CONTAINS 16 LESSONS, EIGHT FOR ONE PLAYER AND EIGHT FOR TWO PLAYERS. AS YOU FINISH EACH LESSON YOU LEARN A SPECIFIC FEATURE OF THE GAME. IT'S ADVISABLE TO USE THIS FACILITY FIRST OF ALL IF YOU WANT TO GET ANYWHERE.

### Lesson 1: CONTAIN THE WATER

THE FIRST LESSON IN PRACTICE MODE IS SIMPLE – YOU JUST HAVE TO BUILD A SMALL RESERVOIR USING UPPERS TO HOLD SOME WATER. YOU'LL PROBABLY RUN OUT OF PIECES AT LEAST FIVE TIMES BEFORE YOU GET IT RIGHT.



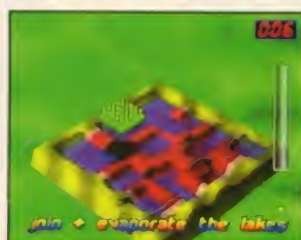
### Lesson 2: EVAPORATE A LAKE

VERY SIMILAR TO THE FIRST TASK. ALL YOU NEED DO IS USE UPPERS TO BUILD A WALL WHICH IS LARGE ENOUGH TO CONTAIN A SMALL LAKE AND THEN DIRECT THE FIREBALL INTO THE WATER TO EVAPORATE IT.



### Lesson 3: CREATE ONE LAKE

EVEN EASIER THAN THE FIRST TWO LESSONS! YOU START OFF WITH A LOAD OF SMALL LAKES AND MUST DROP DOWNERS TO JOIN THEM ALL TOGETHER. IF YOU NEED MORE THAN TWO ATTEMPTS TO DO THIS YOU'RE RUBBISH!



### Lesson 4: MAKE A RAINBOW

THE OBJECT OF THIS LESSON IS TO BUILD A FAIRLY LARGE LAKE WHICH TRIGGERS THE APPEARANCE OF A RAINBOW. THE ONLY REAL PROBLEM YOU'LL HAVE IS WITH THE BOMBS WHICH APPEAR FOR THE FIRST TIME.

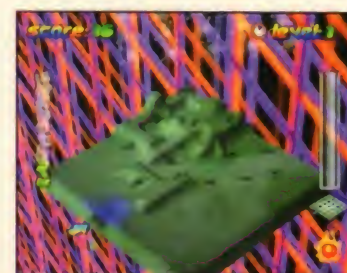


The gameplay in *Wetrix* is devilishly simple to learn but fiendishly difficult to master. Don't be surprised if you finish Practice mode, start your first game in Classic mode and then spend a considerable amount of time repeatedly staring at 'game over' screens.

The playing area consists of an isometric 3-D platform which you view from the bottom corner, reminiscent of the old 16-bit classic *Populous*. It's possible to zoom in and out to some degree, but due to the 3-D nature of the landscape, it's difficult to place blocks accurately unless your camera view is positioned fairly close to the playing area.

## THE AIM OF THE GAME...

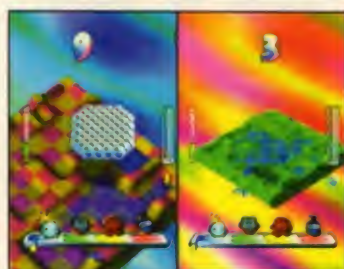
The object of *Wetrix* is, erm... not to lose. It's difficult to explain it any other way. There's no long term objective since – at least in Classic and Pro mode – the game instead runs in cycles. You build up your landscape, it gets knocked down, you build it up again, it gets knocked down again, and so on. In effect, the



THE BACKGROUNDS IN *WETRIX* ARE VARIED AND CAN BE DISTRACTING. THIS ONE IN PARTICULAR!



# RIX



IF THE VIEW IN TWO-PLAYER MODE ISN'T GOOD ENOUGH FOR YOU, ZOOM IN ON THE MAP FOR A CLOSER LOOK.

whole game is pointless – so why is it so frustratingly addictive?

As mentioned already, the basic gameplay is fairly easy to pick up. Red blocks called 'uppers' (wow, man!) drop from the sky, and you must move them around and rotate them before they reach the ground where they form a raised wall. The object is to use these walls to form reservoirs in which water is then deposited. The catch is that the pieces aren't always the shape you need, and to start with you don't get enough of them to build a wall around the whole area. This usually means that in your first few

games you'll end up with huge holes in your barricades, and will watch helplessly as the water drains away off the edges of the platform.

As water falls from the platform, it slowly fills up a tube at the side of the screen. This is your drain. The idea is to prevent the drain from filling to the top because when it does, the game is over.

Fairly soon, you'll realise that the idea is to start with a small reservoir which can hold the initial water drops and then enlarge it as you go. The problem with this is that not far into the game it starts to rain, and all this excess water will immediately run off the edges of the platform, thus filling the drain. It then becomes a race to surround the entire platform with walls and of course if you manage to do this, then inevitably your water level will have risen so far that liquid

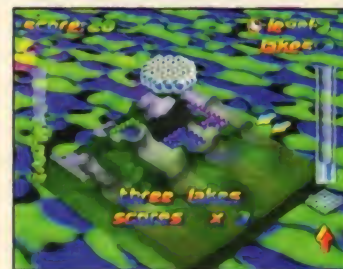
will spill over the original walls and you'll need to get to work building them higher.

## WETRIX – WET TRICKS, GEDDIT?

This is pretty much how the rest of the game goes. You'll be constantly trying to cover leaks and create new walls. Green 'downers' (bogus, man!) allow you to lower the land, widen lakes or connect small reservoirs to make bigger ones. If you are fairly successful and manage to create effective lakes, then you'll get some nice aesthetic effects which mean bonus scores. Deep lakes, for instance, produce a little duck who happily swims around quacking. A wide lake, on the other hand, grows an attractive rainbow.

Now you may all be thinking that this sounds pretty easy so far. All you

need to do is raise walls and drop water in? No problem! But of course, that's not all there is to it, oh no. The first problem that you'll probably encounter will be the bombs. These drop down with very little warning and blow a huge hole in the land wherever they land. If this hole happens to be in



SELECT 'RANDOM LAND' IN HANDICAP MODE AND THE LANDSCAPE WILL BE RUGGED AND UNPREDICTABLE, MAKING IT DIFFICULT TO BUILD WALLS.



THIS IS SOMETHING WHICH YOU DEFINITELY DON'T WANT TO HAPPEN. IF YOU DROP A BOMB INTO A HOLE THAT'S ALREADY BEEN MADE, YOU'LL BE HIT BY A MASSIVE RANDOM STRIKE.

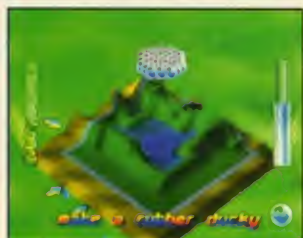
### Lesson 5: SURVIVE THE BOMBS

DON'T LET YOUR GRANDPARENTS PLAY IF THEY WERE IN THE BLITZ! SIMPLY MAKE SURE THE BOMBS DON'T WIPE YOU OUT. TO DO THIS, DROP THEM IN THE CORNERS OF THE MAP AND REPAIR THE DAMAGE AFTER EACH BOMB HAS FALLEN.



### Lesson 6: FLOAT A DUCKY

THIS LESSON INVOLVES MAKING A LITTLE RUBBER DUCKY APPEAR, ALTOGETHER NOW, AAAH! YOU DON'T NEED A LARGE LAKE TO MAKE THE QUACKING CHAP, JUST A SMALL DEEP ONE, SO BUILD UP THE EDGES AND DUMP SOME WATER IN.



### Lesson 7: FILL THE HOLES

LOOKS TRICKY, BUT IT'S NOT. THE MAP STARTS OFF WITH SEVERAL HOLES AND YOU NEED TO FILL THEM ALL, INCLUDING THE ONES MADE BY SUBSEQUENT FALLING BOMBS. CAREFUL PLACEMENT OF THE FALLING UPPERS IS NEEDED.



### Lesson 8: SCORE 25,000!

THIS IS WHERE YOU PUT ALL YOUR NEWLY LEARNED SKILLS INTO PRACTICE. THE OBJECTIVE IS TO USE RAINBOWS, LAKES AND DUCKIES TO ACCUMULATE A SCORE OF 25,000. YOU WON'T HAVE TO CONTEND WITH RAIN JUST YET.





the middle of one of your reservoirs then the water will begin to drain out extremely quickly. The trick to preventing this is to drop the bomb in a water-free corner of the map and then fill it quickly. Be careful not to drop a bomb into a hole already present in the map though, or you'll experience a 're-bomb' where numerous bombs drop randomly onto the map and decimate your carefully erected structures.

In addition to falling bombs you also need to contend with ice cubes which turn any water they touch to ice, making it impossible to redirect the water until the ice thaws. The ice can be melted using a fireball, but these are better dropped into

impossible! No matter how good you are in Classic mode, it'll be a while before you can last more than a minute or so at Pro level. Time Attack mode is fairly self-explanatory – you get a limited amount of time to score as many points as possible, whilst Handicap mode lets you start with various different factors like raised floors, multiple holes, sheets of ice, and the like.

## LET BATTLE COMMENCE!

No good puzzle game would be complete these days without a decent head-to-head mode, and *Wetrix* offers just such a mode. Two players are able to face off on a vertical split-



IF YOU PILE ENOUGH WATER ONTO A SHEET OF ICE IT WILL STRETCH UPWARDS AND EVENTUALLY CRACK, AS HAS HAPPENED HERE.

the other player. The higher up the gauge the indicator is, the more devastating the attack, with the bomb being the most powerful.

## Think of playing Tetris in the bath...

unfrozen water as they instantly evaporate in a cloud of steam, boosting your score and lowering the level in your drain.

As if all this weren't enough, the playing area is also geologically unstable and if you build your structures too high you will trigger an earthquake, bringing the whole lot tumbling down. If this happens when you have got a gallons of water contained on screen, well...

In addition to the practice mode, *Wetrix* has a number of other gameplay choices. Classic mode is the best for beginners, and is far from easy. Pro mode, on the other hand, is damn near

screen playing area, which makes it rather tricky to see where you are dropping your blocks. It's actually better to zoom your camera in and then scroll around the play area in order to work out where you want to drop your blocks.

The rules are a little different in two-player mode. For one thing, fireballs don't dry up the water in your drain. At the bottom of the screen is a gauge with four little characters; a water bubble, an ice cube, a fireball and a bomb. As the game progresses and you earn points, the indicator on your gauge moves up. When one of the little characters starts jumping around, that means you have access to a special attack, and with the press of a button you can launch this upon

*Wetrix* is weird, wild and incredibly addictive. It might not appeal to you if you're not keen on puzzle games, although you might surprise yourself if you give it a try. The difficulty level is a bit of a stumbling block to start with, but it's also something which gives the game the long term playability that really makes it value for money. If you like puzzle games and don't have one for your N64 yet, then you definitely need to buy this.

## 2nd opinion

TOP GAME! I'M ALWAYS A SUCKER FOR THIS KIND OF ACTION-PUZZLE HYBRID, AND *WETRIX* IS ONE OF THE BETTER EXAMPLES OF THE GENRE BECAUSE IT MOVES AWAY FROM THE STANDARD *TETRIS* FORMULA AND ADDS SOME NEW IDEAS. ODDLY, I PREFERRED THE SINGLE-PLAYER GAME, BECAUSE IT'S MUCH EASIER TO SEE WHAT YOU'RE DOING!

ANDY McDERMOTT

## Rating:



NOT CONTENT WITH DROPPING THE ODD BOMB ON YOU, PRO MODE THROWS THEM AT YOU IN PAIRS!

## 64 THE BOTTOM LINE

### Controls



### Alternatives

*Bust-A-Move 2*: Acclaim (£49.99)  
Reviewed: Issue 15, 91%  
*Tetrisphere*: Nintendo (£39.99)  
Reviewed: Issue 10, 75%

### Rating

### Graphics



### Audio



### Gameplay



### Lasting Challenge



### Overall

86%

Soundbite:  
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# 64

magazine

## READER SURVEY 1998

 **THE N64 GAMES SCENE HAS** finally exploded, with quality titles such as *Goldeneye*, *Diddy Kong Racing* and *Banjo-Kazooie* at last arriving on the shelves to worldwide acclaim. Now more so than ever is the perfect time to be an N64 owner and to take part in the next generation of console games!

As a valued reader of 64 MAGAZINE your opinions really count, and we want your feedback to make the magazine even better. But of course we're not asking you to fill in this survey without some kind of reward – and what a fantastic prize it is – a 33 inch Scheidner TV worth £1,200! All you have to do to stand a chance of winning this great prize is to fill in the following questionnaire and send it back to the address provided.



This survey has been compiled and produced with the help of ICD Marketing Services Limited, a company specialising in this field and is designed to provide us with a complete picture of the people who read our magazine and to help us focus our efforts meeting the needs of all our readers. It is important that we involve as many of our readers as possible, so please spare a few minutes of your time to complete the survey.

The questions are straightforward and you are under no obligation to answer them; some questions are about you and, if appropriate, your partner. Any information you provide will be treated with great care. It will be processed and held by ICD and will always be safeguarded under the terms and conditions of the Data Protection Act.

All answers will be used, both by ICD and ourselves, for analytical and marketing purposes and may be passed onto other organisations. They may wish to send details of products and services that are likely to be of interest to you, based on your answers. If you would prefer not to receive these offers, please tick the space at the end of the survey.



This survey is brought to you by Interplay Productions, world-wide publisher of award-winning PC, PlayStation and N64 games, home of MDK, Star Trek: Starfleet Academy and forthcoming smash hits *Earthworm Jim 3D*, *Messiah* and *Wild 9*, and also by Department 1, number one for mail order.

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COMING SOON

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Section 1. Name & Address. In order to enter the prize draw, you are required only to complete sections 1 & 2.

Please give your name in the way you should be addressed.

Mr ☐ Mrs ☐ Miss ☐ Ms ☐ Other ☐ 5 ☐

Surname

Forename

Address

Town

County

Postcode

Telephone  01

## 2. Marital Status

Single ☐ Married ☐ 2 ☐ Divorced ☐ 3 ☐

Widowed ☐ 4 ☐ Living with partner ☐ 5 ☐

Partner's surname

Partner's forename

## 3. Your date of birth

## 4. Partner's date of birth

5. Are you: Male ☐ 1 ☐ Female ☐ 2 ☐

## 6. Your e-mail address:

## 7. If you're under 18 and live with your parent(s) / guardian, please state which:

Parent(s) ☐ 1 ☐ Guardian ☐ 2 ☐

## Section 2. About You & 64 Magazine

### 1. What made you buy this issue of 64 Magazine?

A friend recommended it ☐ 1 ☐ The free booklet on the front cover ☐ 6 ☐

I subscribe (please go to question 5) ☐ 2 ☐ The cover looked interesting ☐ 7 ☐

I buy every issue ☐ 3 ☐ To read a particular article ☐ 8 ☐

I saw it advertised ☐ 4 ☐ To see the advertisements ☐ 9 ☐

Passed on to me by friend/colleague/relative ☐ 5 ☐ Other ☐ 0 ☐

### 2. Where do you normally buy your copy of 64 Magazine?

High street newsagent ☐ 1 ☐ Rail/tube station kiosk ☐ 5 ☐

Local newsagent ☐ 2 ☐ Supermarket ☐ 6 ☐

Passed onto me by friend/colleague/relative ☐ 3 ☐ Other ☐ 7 ☐

Petrol station ☐ 4 ☐

### 3. Have you ever had a problem finding 64 Magazine in a shop?

Often ☐ 1 ☐ Sometimes ☐ 2 ☐ Never ☐ 3 ☐

### 4. Would you be interested in subscribing to 64 Magazine?

Yes ☐ 1 ☐ No ☐ 2 ☐

### 5. Do you buy a review based magazine and a cheats based magazine as a package?

Always ☐ 1 ☐ Sometimes ☐ 2 ☐

No, but might do in the future ☐ 3 ☐ No, I don't ☐ 4 ☐

### 6. How many people, apart from yourself, will read or have a look at this copy of 64 Magazine?

No one else reads it ☐ 1 ☐ 1-3 ☐ 2 ☐ 3-5 ☐ 3 ☐ 5+ ☐ 4 ☐

### 7. How often do you buy the following magazines?

| Other Nintendo 64 titles   | Subscribe                   | Regularly                   | Occasionally                | Never                       |
|----------------------------|-----------------------------|-----------------------------|-----------------------------|-----------------------------|
| 64 Games Buster            | 01 <input type="checkbox"/> | 20 <input type="checkbox"/> | 39 <input type="checkbox"/> | 58 <input type="checkbox"/> |
| 64 Solutions               | 02 <input type="checkbox"/> | 21 <input type="checkbox"/> | 40 <input type="checkbox"/> | 59 <input type="checkbox"/> |
| N64 Magazine               | 03 <input type="checkbox"/> | 22 <input type="checkbox"/> | 41 <input type="checkbox"/> | 60 <input type="checkbox"/> |
| N64 Pro                    | 04 <input type="checkbox"/> | 23 <input type="checkbox"/> | 42 <input type="checkbox"/> | 61 <input type="checkbox"/> |
| Official Nintendo Magazine | 05 <input type="checkbox"/> | 24 <input type="checkbox"/> | 43 <input type="checkbox"/> | 62 <input type="checkbox"/> |
| Total 64                   | 06 <input type="checkbox"/> | 25 <input type="checkbox"/> | 44 <input type="checkbox"/> | 63 <input type="checkbox"/> |

### Other games titles

|                         |                             |                             |                             |                             |
|-------------------------|-----------------------------|-----------------------------|-----------------------------|-----------------------------|
| PC Games magazines      | 07 <input type="checkbox"/> | 26 <input type="checkbox"/> | 45 <input type="checkbox"/> | 64 <input type="checkbox"/> |
| PlayStation magazines   | 08 <input type="checkbox"/> | 27 <input type="checkbox"/> | 46 <input type="checkbox"/> | 65 <input type="checkbox"/> |
| Other console magazines | 09 <input type="checkbox"/> | 28 <input type="checkbox"/> | 47 <input type="checkbox"/> | 66 <input type="checkbox"/> |

### Non-games titles

|                 |                             |                             |                             |                             |
|-----------------|-----------------------------|-----------------------------|-----------------------------|-----------------------------|
| Cars            | 10 <input type="checkbox"/> | 29 <input type="checkbox"/> | 48 <input type="checkbox"/> | 67 <input type="checkbox"/> |
| Film            | 11 <input type="checkbox"/> | 30 <input type="checkbox"/> | 49 <input type="checkbox"/> | 68 <input type="checkbox"/> |
| Football        | 12 <input type="checkbox"/> | 31 <input type="checkbox"/> | 50 <input type="checkbox"/> | 69 <input type="checkbox"/> |
| Lifestyle       | 13 <input type="checkbox"/> | 32 <input type="checkbox"/> | 51 <input type="checkbox"/> | 70 <input type="checkbox"/> |
| Music           | 14 <input type="checkbox"/> | 33 <input type="checkbox"/> | 52 <input type="checkbox"/> | 71 <input type="checkbox"/> |
| Science fiction | 15 <input type="checkbox"/> | 34 <input type="checkbox"/> | 53 <input type="checkbox"/> | 72 <input type="checkbox"/> |
| TV              | 16 <input type="checkbox"/> | 35 <input type="checkbox"/> | 54 <input type="checkbox"/> | 73 <input type="checkbox"/> |
| Travel          | 17 <input type="checkbox"/> | 36 <input type="checkbox"/> | 55 <input type="checkbox"/> | 74 <input type="checkbox"/> |
| Other sports    | 18 <input type="checkbox"/> | 37 <input type="checkbox"/> | 56 <input type="checkbox"/> | 75 <input type="checkbox"/> |
| Other           | 19 <input type="checkbox"/> | 38 <input type="checkbox"/> | 57 <input type="checkbox"/> | 76 <input type="checkbox"/> |

### 8. How many Nintendo 64 games do you intend to buy / receive as a present over the next six months?

None ☐ 1 ☐ 1-3 ☐ 2 ☐ 4-6 ☐ 3 ☐ 7-12 ☐ 4 ☐ 12+ ☐ 5 ☐

### 9. Where do you normally buy your games from?

Mail order ☐ 1 ☐ High street retailer ☐ 2 ☐

Local specialist shop ☐ 3 ☐ Don't normally buy games, swap with friends ☐ 4 ☐

### 10. If we were to set up an 0891 number, for competitions and information in general, would you call us?

|              | Yes                         | No                          | Maybe                       | Definitely not because of the cost |
|--------------|-----------------------------|-----------------------------|-----------------------------|------------------------------------|
| Competitions | 01 <input type="checkbox"/> | 05 <input type="checkbox"/> | 09 <input type="checkbox"/> |                                    |
| Information  | 02 <input type="checkbox"/> | 06 <input type="checkbox"/> | 10 <input type="checkbox"/> |                                    |
| Both         | 03 <input type="checkbox"/> | 07 <input type="checkbox"/> | 11 <input type="checkbox"/> |                                    |
|              | 04 <input type="checkbox"/> | 08 <input type="checkbox"/> | 12 <input type="checkbox"/> |                                    |

### 11. Which of the following consoles do you use?

3DO ☐ 1 ☐ Nintendo 64 ☐ 2 ☐ Nintendo Game Boy ☐ 3 ☐

SNES ☐ 4 ☐ PlayStation ☐ 5 ☐ Sega Saturn ☐ 6 ☐

### 12. How much more would you be willing to pay for 64 Magazine before price became an issue?

£1 ☐ 1 ☐ 50p ☐ 2 ☐ 20p ☐ 3 ☐ 10p ☐ 4 ☐ Nothing ☐ 5 ☐

## Section 3. About You

If you are the parent/guardian of an under 18, please state which:

Father ☐ 1 ☐ Mother ☐ 2 ☐ Guardian ☐ 3 ☐

### Please enter full name

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1. From the interest areas detailed below please indicate whether you currently subscribe or would consider subscribing to an appropriate quality publication magazine (Please tick all that apply):

|                     | Have Subs.                  | Cons Subs.                  | Have Subs.         | Cons Subs.                  |
|---------------------|-----------------------------|-----------------------------|--------------------|-----------------------------|
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| Antiques            | 02 <input type="checkbox"/> | 50 <input type="checkbox"/> | Hair & Beauty      | 26 <input type="checkbox"/> |
| Bicycles & Cycling  | 03 <input type="checkbox"/> | 51 <input type="checkbox"/> | Home Interests     | 27 <input type="checkbox"/> |
| Birdwatching        | 04 <input type="checkbox"/> | 52 <input type="checkbox"/> | Humorous           | 28 <input type="checkbox"/> |
| Boats & Yachting    | 05 <input type="checkbox"/> | 53 <input type="checkbox"/> | Men's Interests    | 29 <input type="checkbox"/> |
| Business            | 06 <input type="checkbox"/> | 54 <input type="checkbox"/> | Mother & Baby      | 30 <input type="checkbox"/> |
| Camping/Caravanning | 07 <input type="checkbox"/> | 55 <input type="checkbox"/> | Motorcycling       | 31 <input type="checkbox"/> |
| Car/Motoring        | 08 <input type="checkbox"/> | 56 <input type="checkbox"/> | Personal Computing | 32 <input type="checkbox"/> |
| Classical Music     | 09 <input type="checkbox"/> | 57 <input type="checkbox"/> | Personal Finance   | 33 <input type="checkbox"/> |
| Computer Games      | 10 <input type="checkbox"/> | 58 <input type="checkbox"/> | Pets               | 34 <input type="checkbox"/> |
| Consumer (Which?)   | 11 <input type="checkbox"/> | 59 <input type="checkbox"/> | Photography        | 35 <input type="checkbox"/> |

5. How many cars are there in your household?

One ☐ 1 ☐ Two ☐ 2 ☐ Three + ☐ 3 ☐

### 13. When you have finished reading your copy of 64 Magazine will you?

Keep it for reference ☐ 1 ☐ Pass it onto someone else ☐ 2 ☐ Discard it ☐ 3 ☐

### 14. Which of the following cover mounted freebies do you prefer?

Key ring ☐ 1 ☐ Poster ☐ 2 ☐ Review books ☐ 3 ☐

### 15. How do you get to hear about new games releases?

(Please tick the most important one only)

Advertising ☐ 1 ☐ Store managers recommendations ☐ 4 ☐

In store display ☐ 2 ☐ Word of mouth ☐ 5 ☐

Magazine reviews/features ☐ 3 ☐

### 16. Please rank in order your favourite type of game.

(1 = least favourite, 6 = most favourite)

Action/adventure ☐ 1 ☐ Racing ☐ 4 ☐

Beat 'em up ☐ 2 ☐ Shoot 'em up ☐ 5 ☐

Platform ☐ 3 ☐ Strategy ☐ 6 ☐

### 17. Please rank in order of importance the following factors in influencing your decision to buy a game. (1 = least influential, 7 = most influential)

Advertising ☐ 1 ☐ Price ☐ 5 ☐

Demo ☐ 2 ☐ Review scores ☐ 6 ☐

Friends recommendation ☐ 3 ☐ Special offers/promotions ☐ 7 ☐

Packaging ☐ 4 ☐

### 18. Please rank in order of importance the following factors that would persuade you to purchase a game. (1 = least persuasive, 6 = most persuasive)

Adverts ☐ 1 ☐ Free joystick or other peripheral ☐ 4 ☐

Free branded toy ☐ 2 ☐ Free T-shirt ☐ 5 ☐

Free game music CD ☐ 3 ☐ Packaging ☐ 6 ☐

### 19. How important to you is the name of the game publisher / developer

(I.e. Interplay, Eidos, Acclaim ...)?

Very important ☐ 1 ☐ Important ☐ 2 ☐ Not important ☐ 3 ☐

### 20. How do you rate the following mail order companies? (Mark out of 10, 10 = best)

Excitement Direct ☐ 1 ☐ Gameplay ☐ 2 ☐ Special reserve ☐ 3 ☐

### 21. In order of preference, which of the following services are important to you when choosing a mail order company? (1 = least important, 9 = most important)

Being first with the new releases ☐ 1 ☐ Number of titles in stock ☐ 6 ☐

Catalogue/mail shots ☐ 2 ☐ Second hand goods ☐ 7 ☐

Free gift ☐ 3 ☐ Speed of service ☐ 8 ☐

Imported goods ☐ 4 ☐ Telephone excellence (speed and manner) ☐ 9 ☐

Knowledge/honesty ☐ 5 ☐

### 22. How do you rate the following sections in 64 magazine?

|                    | Great                       | Okay                        | Weak                        |
|--------------------|-----------------------------|-----------------------------|-----------------------------|
| 64 Showcase (news) | 01 <input type="checkbox"/> | 10 <input type="checkbox"/> | 19 <input type="checkbox"/> |
| 64 Sigh            | 02 <input type="checkbox"/> | 11 <input type="checkbox"/> | 20 <input type="checkbox"/> |
| 64 Nindex (A-Z)    | 03 <input type="checkbox"/> | 12 <input type="checkbox"/> | 21 <input type="checkbox"/> |
| Covers             | 04 <input type="checkbox"/> | 13 <input type="checkbox"/> | 22 <input type="checkbox"/> |
| Features           | 05 <input type="checkbox"/> | 14 <input type="checkbox"/> | 23 <input type="checkbox"/> |
| When I'm 64        | 06 <input type="checkbox"/> | 15 <input type="checkbox"/> | 24 <input type="checkbox"/> |
| Reviews            | 07 <input type="checkbox"/> | 16 <input type="checkbox"/> | 25 <input type="checkbox"/> |
| Tips               | 08 <input type="checkbox"/> | 17 <input type="checkbox"/> | 26 <input type="checkbox"/> |
| When I'm 64        | 09 <input type="checkbox"/> | 18 <input type="checkbox"/> | 27 <input type="checkbox"/> |

### 23. Have you ever bought an import copy of a game?

Yes ☐ 1 ☐ No ☐ 2 ☐

### 24. Do you trust the reviews in 64 Magazine?

Always ☐ 1 ☐ Sometimes ☐ 2 ☐ Rarely ☐ 3 ☐

### 25. Would you buy a game if the writers on 64 Magazine recommended it?

Yes, definitely ☐ 1 ☐ Depends on the writer ☐ 2 ☐ No ☐ 3 ☐

### 26. Has the long wait between quality Nintendo game releases caused you to think about converting to other consoles, such as PlayStation?

Yes ☐ 1 ☐ No ☐ 2 ☐ No, but it soon will ☐ 3 ☐

Cookery ☐ 12 ☐ 60 ☐ Politics ☐ 36 ☐ 84 ☐

Country Pursuits ☐ 13 ☐ 61 ☐ Regional Interests ☐ 37 ☐ 85 ☐

Crafts ☐ 14 ☐ 62 ☐ Religious ☐ 38 ☐ 86 ☐

Crosswords & Puzzles ☐ 15 ☐ 63 ☐ Retirement ☐ 39 ☐ 87 ☐

Current Affairs ☐ 16 ☐ 64 ☐ Rock Music ☐ 40 ☐ 88 ☐

Do It Yourself ☐ 17 ☐ 65 ☐ Rugby ☐ 41 ☐ 89 ☐

Family Issues ☐ 18 ☐ 66 ☐ Science & Technology ☐ 42 ☐ 90 ☐

Films & Entertainment ☐ 19 ☐ 67 ☐ Style & Fashion ☐ 43 ☐ 91 ☐

Fitness/Health ☐ 20 ☐ 68 ☐ Teenage Pop ☐ 44 ☐ 92 ☐

Food/Drink ☐ 21 ☐ 69 ☐ TV Video & Radio ☐ 45 ☐ 93 ☐

Football ☐ 22 ☐ 70 ☐ Water Sports ☐ 46 ☐ 94 ☐

Gardening ☐ 23 ☐ 71 ☐ Weddings ☐ 47 ☐ 95 ☐

Geography ☐ 24 ☐ 72 ☐ Women's Interests ☐ 48 ☐ 96 ☐

### 2. Please write below the three magazines which you buy most regularly in order of preference and indicate whether bought at a newsagent, or on subscription (and whether you would consider taking out a subscription).

|                      | N/agent                    | Have Subs.                 | Cons Subs.                 |
|----------------------|----------------------------|----------------------------|----------------------------|
| <input type="text"/> | 1 <input type="checkbox"/> | 4 <input type="checkbox"/> | 7 <input type="checkbox"/> |
| <input type="text"/> | 2 <input type="checkbox"/> | 5 <input type="checkbox"/> | 8 <input type="checkbox"/> |
| <input type="text"/> | 3 <input type="checkbox"/> | 6 <input type="checkbox"/> | 9 <input type="checkbox"/> |

### 3. Which of the following newspapers do you read?

|                 | You                         | Ptnr                        | You         | Ptnr                        |
|-----------------|-----------------------------|-----------------------------|-------------|-----------------------------|
| Daily Mail      | 01 <input type="checkbox"/> | 11 <input type="checkbox"/> | Guardian    | 06 <input type="checkbox"/> |
| Daily Star      | 02 <input type="checkbox"/> | 12 <input type="checkbox"/> | Independent | 07 <input type="checkbox"/> |
| Daily Telegraph | 03 <input type="checkbox"/> | 13 <input type="checkbox"/> | Mirror      | 08 <input type="checkbox"/> |
| Express         | 04 <input type="checkbox"/> | 14 <input type="checkbox"/> | Sun         | 09 <input type="checkbox"/> |
| Financial Times | 05 <input type="checkbox"/> | 15 <input type="checkbox"/> | Times       | 10 <input type="checkbox"/> |

### 4. Do you enjoy reading romantic fiction? (e.g. Mills & Boon)

You ☐ 1 ☐ Partner ☐ 2 ☐

### 5. How many cars are there in your household?

One ☐ 1 ☐ Two ☐ 2 ☐ Three + ☐ 3 ☐





6. Which of the following do you enjoy on a regular basis?
- |                    |                             |                             |                      |                             |                             |
|--------------------|-----------------------------|-----------------------------|----------------------|-----------------------------|-----------------------------|
| Antiques/Fine Art  | 01 <input type="checkbox"/> | 21 <input type="checkbox"/> | Football Pools       | 11 <input type="checkbox"/> | 31 <input type="checkbox"/> |
| Betting            | 02 <input type="checkbox"/> | 22 <input type="checkbox"/> | Further Education    | 12 <input type="checkbox"/> | 32 <input type="checkbox"/> |
| Bingo              | 03 <input type="checkbox"/> | 23 <input type="checkbox"/> | Gardening            | 13 <input type="checkbox"/> | 33 <input type="checkbox"/> |
| Books              | 04 <input type="checkbox"/> | 24 <input type="checkbox"/> | Going to the Pub     | 14 <input type="checkbox"/> | 34 <input type="checkbox"/> |
| Competitions       | 05 <input type="checkbox"/> | 25 <input type="checkbox"/> | Photography          | 15 <input type="checkbox"/> | 35 <input type="checkbox"/> |
| Cookery            | 06 <input type="checkbox"/> | 26 <input type="checkbox"/> | Religious Activities | 16 <input type="checkbox"/> | 36 <input type="checkbox"/> |
| Crosswords/Puzzles | 07 <input type="checkbox"/> | 27 <input type="checkbox"/> | Sewing/Needlecraft   | 17 <input type="checkbox"/> | 37 <input type="checkbox"/> |
| Current Affairs    | 08 <input type="checkbox"/> | 28 <input type="checkbox"/> | Theatre/Arts         | 18 <input type="checkbox"/> | 38 <input type="checkbox"/> |
| Do It Yourself     | 09 <input type="checkbox"/> | 29 <input type="checkbox"/> | Voluntary Work       | 19 <input type="checkbox"/> | 39 <input type="checkbox"/> |
| Fashion            | 10 <input type="checkbox"/> | 30 <input type="checkbox"/> | Wines                | 20 <input type="checkbox"/> | 40 <input type="checkbox"/> |

7. For your private car(s), in which month did your car insurance cover begin?  
(Please write in month e.g. (S, E, P, T.))

You: Month:     Ptnr: Month:

8. What type of home do you live in?

- |                 |                            |               |                            |                |                            |
|-----------------|----------------------------|---------------|----------------------------|----------------|----------------------------|
| Detached House  | 1 <input type="checkbox"/> | Semi-detached | 2 <input type="checkbox"/> | Terraced House | 3 <input type="checkbox"/> |
| Flat/Maisonette | 4 <input type="checkbox"/> | Bungalow      | 5 <input type="checkbox"/> |                |                            |

9. Is your home:

- |       |                            |                  |                            |                      |                            |
|-------|----------------------------|------------------|----------------------------|----------------------|----------------------------|
| Owned | 1 <input type="checkbox"/> | Privately Rented | 2 <input type="checkbox"/> | Council/Housing Ass. | 3 <input type="checkbox"/> |
|-------|----------------------------|------------------|----------------------------|----------------------|----------------------------|

10. Are you planning to move home in the next 12 months?

- |     |                            |    |                            |          |                            |
|-----|----------------------------|----|----------------------------|----------|----------------------------|
| Yes | 1 <input type="checkbox"/> | No | 2 <input type="checkbox"/> | Possibly | 3 <input type="checkbox"/> |
|-----|----------------------------|----|----------------------------|----------|----------------------------|

11. If yes, will you be arranging a mortgage?

- |     |                            |    |                            |                                 |                            |
|-----|----------------------------|----|----------------------------|---------------------------------|----------------------------|
| Yes | 1 <input type="checkbox"/> | No | 2 <input type="checkbox"/> | Please tick if first time buyer | 3 <input type="checkbox"/> |
|-----|----------------------------|----|----------------------------|---------------------------------|----------------------------|

12. Are you considering either of the following home improvements?

- |                |                            |                |                            |                 |                            |
|----------------|----------------------------|----------------|----------------------------|-----------------|----------------------------|
| Double glazing | 1 <input type="checkbox"/> | Fitted kitchen | 2 <input type="checkbox"/> | Loft conversion | 3 <input type="checkbox"/> |
|----------------|----------------------------|----------------|----------------------------|-----------------|----------------------------|

13. If you have household insurance, in which month do you renew your cover?

(Please write in month e.g. (S, E, P, T.))

Home Contents Insurance     Buildings Insurance

14. Do you make international telephone calls from home?

- |            |                            |              |                            |       |                            |
|------------|----------------------------|--------------|----------------------------|-------|----------------------------|
| Frequently | 1 <input type="checkbox"/> | Occasionally | 2 <input type="checkbox"/> | Never | 3 <input type="checkbox"/> |
|------------|----------------------------|--------------|----------------------------|-------|----------------------------|

15. Do you have or are you considering a mobile phone on any of the following networks?

- |                   |                            |                            |          |                            |                            |
|-------------------|----------------------------|----------------------------|----------|----------------------------|----------------------------|
| Cellnet           | 1 <input type="checkbox"/> | 5 <input type="checkbox"/> | Orange   | 3 <input type="checkbox"/> | 7 <input type="checkbox"/> |
| Mercury One-2-One | 2 <input type="checkbox"/> | 6 <input type="checkbox"/> | Vodafone | 4 <input type="checkbox"/> | 8 <input type="checkbox"/> |

16. Do you have, or are you considering any of the following computer purchases?

- |                 |                            |                            |        |                            |                            |
|-----------------|----------------------------|----------------------------|--------|----------------------------|----------------------------|
| PC with Windows | 1 <input type="checkbox"/> | 5 <input type="checkbox"/> | Modem  | 3 <input type="checkbox"/> | 7 <input type="checkbox"/> |
| Internet/E-mail | 2 <input type="checkbox"/> | 6 <input type="checkbox"/> | CD-ROM | 4 <input type="checkbox"/> | 8 <input type="checkbox"/> |

#### MONEY & INVESTMENTS

17. Are you considering changing your Bank or Building Society current account?

- |     |                            |          |                            |    |                            |
|-----|----------------------------|----------|----------------------------|----|----------------------------|
| Yes | 1 <input type="checkbox"/> | Possibly | 2 <input type="checkbox"/> | No | 3 <input type="checkbox"/> |
|-----|----------------------------|----------|----------------------------|----|----------------------------|

18. Do you currently, or would you consider banking by telephone / direct?

- |            |                            |                |                            |
|------------|----------------------------|----------------|----------------------------|
| Already do | 1 <input type="checkbox"/> | Would consider | 2 <input type="checkbox"/> |
|------------|----------------------------|----------------|----------------------------|

19. Do you / your partner have any of the following credit cards? (Please tick all that apply)

- |             |                            |                           |                            |            |                            |
|-------------|----------------------------|---------------------------|----------------------------|------------|----------------------------|
| Credit Card | 1 <input type="checkbox"/> | Charge Card               | 2 <input type="checkbox"/> | Store Card | 3 <input type="checkbox"/> |
| Gold Card   | 4 <input type="checkbox"/> | Considering a credit card | 5 <input type="checkbox"/> |            |                            |

20. Do you pay your monthly credit card balance in full?

- |         |                            |                            |        |                            |                            |
|---------|----------------------------|----------------------------|--------|----------------------------|----------------------------|
| Always  | 1 <input type="checkbox"/> | 5 <input type="checkbox"/> | Rarely | 3 <input type="checkbox"/> | 7 <input type="checkbox"/> |
| Usually | 2 <input type="checkbox"/> | 6 <input type="checkbox"/> | Never  | 4 <input type="checkbox"/> | 8 <input type="checkbox"/> |

21. Do you have or are you considering any of the following investments or financial provisions? (Please tick all that apply)

- |                 |                             |                             |                            |                             |                             |
|-----------------|-----------------------------|-----------------------------|----------------------------|-----------------------------|-----------------------------|
| Deposit Account | 01 <input type="checkbox"/> | 07 <input type="checkbox"/> | PEP (Personal Equity Plan) | 04 <input type="checkbox"/> | 10 <input type="checkbox"/> |
| Life Insurance  | 02 <input type="checkbox"/> | 08 <input type="checkbox"/> | Stocks/Shares              | 05 <input type="checkbox"/> | 11 <input type="checkbox"/> |
| Pension Plan    | 03 <input type="checkbox"/> | 09 <input type="checkbox"/> | Will                       | 06 <input type="checkbox"/> | 12 <input type="checkbox"/> |

22. Would you consider professional help in arranging your personal finances?

- |     |                            |    |                            |        |                            |
|-----|----------------------------|----|----------------------------|--------|----------------------------|
| Yes | 1 <input type="checkbox"/> | No | 2 <input type="checkbox"/> | Unsure | 3 <input type="checkbox"/> |
|-----|----------------------------|----|----------------------------|--------|----------------------------|

23. Do you foresee the need for a personal loan?

- |     |                            |          |                            |    |                            |
|-----|----------------------------|----------|----------------------------|----|----------------------------|
| Yes | 1 <input type="checkbox"/> | Possibly | 2 <input type="checkbox"/> | No | 3 <input type="checkbox"/> |
|-----|----------------------------|----------|----------------------------|----|----------------------------|

24. If you have a mortgage, or loan, would you be interested in ways of reducing your monthly repayments?

- |     |                            |          |                            |
|-----|----------------------------|----------|----------------------------|
| Yes | 1 <input type="checkbox"/> | Possibly | 2 <input type="checkbox"/> |
|-----|----------------------------|----------|----------------------------|

#### SHOPPING

25. Have you in the past or would you consider buying goods by mail / over the telephone?

- |                 |                            |                             |                            |
|-----------------|----------------------------|-----------------------------|----------------------------|
| Fashion         | 1 <input type="checkbox"/> | Music                       | 4 <input type="checkbox"/> |
| Books           | 2 <input type="checkbox"/> | Vitamins/Health Supplements | 5 <input type="checkbox"/> |
| Garden Products | 3 <input type="checkbox"/> | Other                       | 6 <input type="checkbox"/> |

26. Do you buy American whiskey?

- |     |                            |         |                            |
|-----|----------------------------|---------|----------------------------|
| You | 1 <input type="checkbox"/> | Partner | 2 <input type="checkbox"/> |
|-----|----------------------------|---------|----------------------------|

27. If you smoke please write in the name of the cigarette brand you and / or your partner smoke most often.

You

Ptnr

Important: Please sign below that you are a smoker aged 18 or over.

Your signature ..... Partner's signature .....

#### GENERAL INFORMATION

28. What is your occupation?

- |                      |                             |                             |                     |                             |                             |
|----------------------|-----------------------------|-----------------------------|---------------------|-----------------------------|-----------------------------|
| Director             | 01 <input type="checkbox"/> | 15 <input type="checkbox"/> | Public Sector       | 08 <input type="checkbox"/> | 22 <input type="checkbox"/> |
| Manager              | 02 <input type="checkbox"/> | 16 <input type="checkbox"/> | Professional        | 09 <input type="checkbox"/> | 23 <input type="checkbox"/> |
| Self-Employed        | 03 <input type="checkbox"/> | 17 <input type="checkbox"/> | Armed Forces        | 10 <input type="checkbox"/> | 24 <input type="checkbox"/> |
| Skilled Worker/Trade | 04 <input type="checkbox"/> | 18 <input type="checkbox"/> | Student             | 11 <input type="checkbox"/> | 25 <input type="checkbox"/> |
| Manual Worker        | 05 <input type="checkbox"/> | 19 <input type="checkbox"/> | Housewife/Homemaker | 12 <input type="checkbox"/> | 26 <input type="checkbox"/> |
| Office Worker        | 06 <input type="checkbox"/> | 20 <input type="checkbox"/> | Retired             | 13 <input type="checkbox"/> | 27 <input type="checkbox"/> |
| Shop Worker          | 07 <input type="checkbox"/> | 21 <input type="checkbox"/> | Unemployed          | 14 <input type="checkbox"/> | 28 <input type="checkbox"/> |

29. What is your approximate family income each year?

- |                 |                            |                 |                            |
|-----------------|----------------------------|-----------------|----------------------------|
| Under £5,000    | 1 <input type="checkbox"/> | £25,000-£29,999 | 6 <input type="checkbox"/> |
| £5,000-£9,999   | 2 <input type="checkbox"/> | £30,000-£39,999 | 7 <input type="checkbox"/> |
| £10,000-£14,999 | 3 <input type="checkbox"/> | £40,000-£49,999 | 8 <input type="checkbox"/> |
| £15,000-£19,999 | 4 <input type="checkbox"/> | £50,000-£59,999 | 9 <input type="checkbox"/> |
| £20,000-£24,999 | 5 <input type="checkbox"/> | Over £60,000    | 0 <input type="checkbox"/> |

30. Please write in your children's date(s) of birth, starting with the oldest, and indicate whether male or female.

- |         |                      |                      |                      |                      |                          |                          |
|---------|----------------------|----------------------|----------------------|----------------------|--------------------------|--------------------------|
| Child 1 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | Male                     | Female                   |
| Child 2 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Child 3 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Child 4 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="checkbox"/> | <input type="checkbox"/> |

31. Is anyone in your household affected by any of the following?

- |                   |                             |                             |       |                             |
|-------------------|-----------------------------|-----------------------------|-------|-----------------------------|
| Asthma            | 01 <input type="checkbox"/> | 06 <input type="checkbox"/> | Other | 11 <input type="checkbox"/> |
| Diabetes          | 02 <input type="checkbox"/> | 07 <input type="checkbox"/> |       | 12 <input type="checkbox"/> |
| Hayfever          | 03 <input type="checkbox"/> | 08 <input type="checkbox"/> |       | 13 <input type="checkbox"/> |
| Hearing Loss      | 04 <input type="checkbox"/> | 09 <input type="checkbox"/> |       | 14 <input type="checkbox"/> |
| Mobility problems | 05 <input type="checkbox"/> | 10 <input type="checkbox"/> |       | 15 <input type="checkbox"/> |

32. If you have private medical insurance, when do you renew your cover?

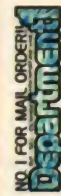
(Please write in month e.g. (S, E, P, T.)) Month:

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THE FROG PRINCE AND A COUPLE OF HENCHMEN. FORGET RED BULL – TRY SOME BROWN ROCK INSTEAD, FROG BOY!



WHEN BRIAN KILLS AN ENEMY, IT VANISHES WITH A STRANGE LIGHTING EFFECT AND A RENTAGHOST 'YWHIP!' NOISE.



THE DOG-FACED BOY ISN'T JIM-JIM, BUT IS REALLY A KOBOLD, SEEN HERE MARKING HIS TERRITORY ON BRIAN.

Ninfa



Publisher:  
Developer:

THQ  
Imagineer

Game Type:  
Origin:

RPG  
Japan

Release Date: Out now (import)  
Price: £59.99



BEGIN THE GAME AND THIS IS WHAT YOU SEE – AN OLD DUFFER OF A MONK WIBBLING ON AT YOU. WOW, LET'S START WITH A BANG!

If you ever **WANTED** to **LIVE** in a fantasy world, be **WARNED** – this one's as **DULL** as the real one!

**WAY, WAY BACK IN THE HISTORY** of videogames, you could tell an adventure game from its name. They were called things like *Adventure*. Or, if you owned a ZX81, *Adventure A*. Or *Adventure B*. Or... well, you can probably work out the other two in the series for yourself.

Someone at THQ obviously had a quick look at a thesaurus, because their latest game is called *Quest*. Synonyms aside, it doesn't have much in common with its distant ancestors. Back then, you had to type **GO WEST**

to get anywhere, and most of the time the response would be **YOU FALL DOWN A PIT AND DIE**. These days, of course, you get to see your trip in glorious, fully animated, Technicolor 3-D. Surely an improvement? We'll see.

*Quest 64* is the N64's first 'proper' RPG – while Konami's *Goemon* had some RPG elements (character interaction, finding and using objects), it was for the most part a platform game. *Quest* makes sure from the start that you won't mistake it for anything as frivolous, by excluding a jump button. Of course, this does mean that the hero can be stymied by obstacles

## Memory Options

MEMORY:  
NONE  
CONTROLLER PAK:  
SAVE POSITIONS



## \$64,000 Question

- BEAUTIFULLY COLOURED SCENERY
- LIGHTING CHANGES AS DAYS PROGRESS
- SIMPLE COMBAT SYSTEM
- LARGE LANDSCAPE
- NOTHING TO CHALLENGE THE BRAIN
- TOO MANY EMPTY AREAS
- GETS REPETITIVE
- MINIMAL CHARACTER INTERACTION
- DRONING MUSIC
- FEEBLE SOUND EFFECTS
- AMAZINGLY WEAK ENDING!



SOME SPECIAL ATTACKS ARE QUITE IMPRESSIVE TO LOOK AT, BUT MOST OF THEM ARE RATHER BLAND.



SOLVARING IS THE FIRST BOSS THAT BRIAN MUST DEFEAT. DON'T THINK THAT WEARING AN ANIMAL SKIN MAKES YOU KING OF ANYTHING, MATE!

## Quest 64 is th





HOW COME WE'VE GOT 500 HIT POINTS OUT OF 156, YOU ASK? WE USED A GAMESHARK SO WE DIDN'T HAVE TO ENDURE THE WHOLE GAME A SECOND TIME TO GRAB IT. DON'T TELL ANYONE!

# EST 64

the height of the average matchbox, but hey, this is a fantasy world.

Said hero is called, erm, Brian. Now, without wanting to offend the literally dozens of Brians who read 64 MAGAZINE, it's hardly the most stirring name you could find, is it? Fantasy heroes should be called things like Aragorn and Conan and Kuldath the Invincible, not Nicholas or Clive or Dominic the Accountant. On the box art Brian looks like a manga-style rendered teenager, a heroic Luke Skywalker type on a mission. In the game he looks about eight, a rosy-cheeked muppet wearing his bigger brother's hand-me-downs. Which do you believe?

Brain's 'quest' (clever wording, cheers) is to find his missing father and recover a magical book, without which Celtland, the world in which the game takes place, will plunge into chaos and despair – the usual fantasy stuff. Being an apprentice Spirit Tamer

(a magician, not a tonic) Brian has the ability to learn magical spells as his skills and experience grow.

## I WANDERED LONELY AS A BRIAN

Celtland is a big place, presented with simplistic but effective visuals that have some of the most vibrant use of colour yet



THE ROCK SHOWER SPELL HAMMERS YOUR ENEMIES WITH, WELL, A SHOWER OF ROCKS. DUH!



## Earth, Wind And Fire... And The Other One

Brian's magical skills are based on his control of the four elements – air, earth, fire and water. The mop-topped magician gains extra strength in the elements by either winning in battle, or finding them conveniently lying around the place.

Elements can be combined in combat as Brian's power grows. Water magic plus earth magic acts as a healing spell, for instance, while earth magic plus fire magic sends a rock bowling along to knock down enemies!

seen on the N64. While they're a long way behind the detail of *Banjo-Kazooie*, the simplicity of the landscapes means players can see a long way into the distance – clipping is almost non-existent. When you're out on an open plain, you can see a long way. Squint a bit and it looks almost real, if angular.

It's a pity this realism doesn't extend to the inhabitants of Celtland. They have a nice manga look to them, like *Final Fantasy VII* on the

PlayStation, but... well, they don't actually *do* anything.

You can talk to them and occasionally receive a helpful item (usually health-restoring

bread) or useful advice, but most of them just repeat the same inanities in slightly different ways.

Some months back, before the game was finished, developers Imagineer said that there would be other characters who could join the hero in his quest, namely a princess and a pirate. Hmm, guess they never got round to putting them in. Brain has to face all the dangers of the



e N64's first 'proper' RPG



## Sunset Strip

TIME PASSES IN *QUEST 64* AS IT DOES IN THE REAL WORLD. ONLY FASTER. AND YOU HARDLY EVER SEE THESE KIND OF NUCLEAR FIREBALL SUNSETS AROUND BOURNEMOUTH EITHER. BUT YOU CAN GET UP AT CRACK OF SPARROWFART AND SEE A COOL MORNING MIST OVER THE LAND, WHICH SOON EVAPORATES AS THE SUN RISES. LATER, THE SKY TURNS RED AS THE SUN DROPS BELOW THE HORIZON, FADING TO THE PURPLE OF DUSK AND EVENTUALLY THE BLUE GLOOM OF NIGHT.

ALL VERY PRETTY. BUT WITH ABSOLUTELY NO IMPACT ON THE GAMEPLAY WHATSOEVER.



THIS HUGE WYVERN HAS SOMEHOW GOT GODZILLA'S CHIN. (IF YOU HAVEN'T SEEN THE FILM YET, DON'T BOTHER - IT'S TERRIBLE!)



VALUABLE TIME AND KILOBYTES WERE SPENT ON THIS HORSE. AND WHAT DOES IT DO? IT SAYS "NEIGH-H-H." WHOOPEE-'KIN-DO!

world on his own, which is a bit of a bummer for an eight-year-old.

These dangers come in the shape of numerous mutant monsters, who pop up from nowhere as Brian wanders around. The combat system is straightforward enough; Brian can either hit them with his staff, or use

one of his magic spells. Fights are turn-based, Brian alternating his attacks with one enemy at a time. A circle around each fighter shows how far they can move in their turn, and a larger circle shows the boundaries of the current barney - if things are getting too hot, Brian can run from the outer circle and leg it.

### FIGHTING FARCE

The system is simple enough - maybe a bit *too* simple. After a while, combat becomes extremely tedious, and to get anywhere in a bearable amount of time, you just end up making for the outer boundary of the combat zone as quickly as possible. You can't avoid getting into a fight - monsters appear from the ether entirely at random, with no warning of approaching danger.

Wandering monsters are a long-standing part of videogame RPGs, and

to be honest they're a part that I wish programmers would realise everyone finds a complete pain in the arse. *Quest 64* is a particularly bad offender. There are times in the game when, having just despatched one gang of unwelcome wanderers, Brian literally only takes two steps before another bunch appear from nowhere.

It's not as though these random enemies are easy to defeat, either. Early enemies can be taken out with just a couple of spells or a swift whack from Brian's trusty staff, but it doesn't take long before much tougher freaks appear, and in numbers.

Here's a test for you, based on real events: Brian has 100 hit points, and can inflict a maximum of 30 points of damage per attack. Facing him are four enemies, each of whom can survive at least three of Brian's mightiest blows, and themselves inflict up to 30 points



TREASURE CHESTS CONTAIN USEFUL ITEMS LIKE HEALTH-RESTORING BREAD OR, IN THIS CASE, A POTION THAT REGENERATES YOUR MAGIC.

## To be honest, even *Goemon* is more of a



SHIPS APPEAR IN A COUPLE OF PLACES. BORINGLY, YOU DON'T GET TO SEE THE ACTUAL VOYAGE - AFTER YOU ENTER AND LEAVE THE CABIN, THE SHIP IS MOORED SOMEWHERE ELSE.

of damage per round on the tufty-haired little fella. Which side is going to win? As our American cousins would say, "do the math."

### NEVER SAY DIE

Although you never actually 'die' as such - the worst that can happen after losing a fight is that you begin again at your last save point, where you can regenerate your energy - losing in combat becomes an annoyingly frequent event, because it doesn't take long before the sheer power and number of opponents overwhelms you. Early on in the game you encounter a boss who is holding one of the four elements you need to find. Basically, the first time you meet him, he hammers you. Unless you've got a plentiful stock of health-reviving Hovis in your bag and a hit point score





COLLEEN THE SORCESS HAS HAD HER MAGICAL STONE NICKED BY THE EVIL NEPTY, POOR LASS.



HERE'S THE THIEVING BINT HERSELF, HIDING UNDER A LAKE. LUCKILY, BRIAN APPEARS TO HAVE GILLS...



NEPTY TRIES TO GET BRIAN TO SLEEP WITH THE FISHES BY USING HER FUNKY BUBBLE ATTACK. BLOOP!

around the 70 mark, you'll have a truly tough time beating him.

So what's the problem there? Simply put, in normal play you'd *never* get up to that level by the time you meet the boss! Instead, you have to wander aimlessly around outside the castle and in the woods, beating up wandering monsters and gaining experience and extra hit points. About an hour should do it. While you're doing that, are you progressing in the adventure? Are you learning new tactics? Are you having any kind of fun at all? Are you buggery. You're just running into the same seven or eight monsters over and over again and using the same techniques each time to bring them down.

Another less than impressive feature was the saving system. The game can only be saved at inns (which can be a *long* way apart), and *Quest 64* also managed to crash while I was saving a game, losing all my saved games and, more to the point, nuking

points and magic to a useable level once more. There's a word for this kind of situation, and that word is 'fugginbollogshidwenktwaddin-arzoles!' Or something similar.

## NO-BRAIN BRIAN

All this might be tolerable if *Quest 64* had other elements to catch the imagination, but there's not a hell of a lot else to the game. The plot and setting are identikit fantasy stuff that could have been thought up in half an hour by anyone who'd ever read a bit of Tolkien, the other characters Brian meets play no real part in the story, and the puzzles... sorry, *what* puzzles? The nearest thing you'll find to puzzles are the locked gates blocking the way at certain points. As it turns out, these open automatically once Brian kills the local boss. Wow, solving that nearly made my brain implode! Ooooooh!

Getting through the game is almost entirely dependent on combat, which



OUTDOOR SECTIONS OF THE GAME HAVE MAPS. ONCE YOU'RE IN CAVES OR FORESTS, YOU'RE ON YOUR OWN.

instead. Even the text-only adventures of old were more involving. Stupid monsters do not a fantasy world make, and spending a good 30 minutes running and fighting along a barren path just to reach the next save point may be fun for marathon runners, but not for anyone sane.

*Quest 64* is almost a junior RPG – the basics of the genre are there, but simplified to the absolute bare minimum. There's not enough content to keep older players interested, but the younger players at whom the game seems to be aimed will get bored very quickly with the endless trudging about. Let's just hope that *Zelda 64* doesn't make the same mistakes.

**QUEST 64 WAS SUPPLIED BY DEPARTMENT 1, (0171) 916 8440.**



**2<sup>nd</sup> opinion**  
WORDS CAN'T DESCRIBE JUST HOW UTTERLY, UTTERLY BAD I FOUND THIS GAME... OH, HANG ON, THEY JUST DID! I'M NOT A BIG RPG FAN, AND *QUEST* HAS DONE NOTHING TO CHANGE THAT. IT'S JUST SOOO BORING! IF YOU'RE KEEN TO WANDER AROUND FOR AGES ENGAGING IN TOTALLY RANDOM BATTLES EVERY TEN SECONDS THEN THIS IS THE GAME FOR YOU, ELSE AVOID! ROY KIMBER

**Rating:**



## true RPG than *Quest 64*

my until-then 100percent reliable Dattel Shockwave in the process. Now I not only had a dead memory card, but also had to start the game again from scratch, meaning another tedious process of beating up wandering monsters until I'd built up Brian's hit



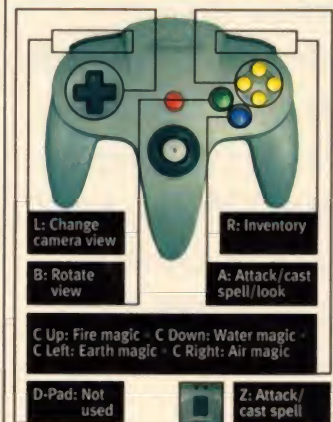
"MY GOD," THOUGHT BRIAN, "I'VE WANDERED INTO AMSTERDAM! NOW, ANNE FRANK'S HOUSE OR THE RED LIGHT DISTRICT? HMM..."

in turn is dependent on running round in circles until another gang of ridiculous Brian-fodder materialises, then killing them to boost your hit points and gain magic. To be honest, even *Goemon* is more of a true RPG than *Quest* – it's got multiple characters, puzzles, an actual plot...

It would be unfair to compare *Quest 64* to something like *Final Fantasy VII*, since that game has three CDs (1950Mb, or 15,600Mbits – 60 *Zelda 64*s!) to play with, instead of a single 128Mbit cartridge. Even so, there's a lot of wasted space that could have been put to better use – rooms with nothing in them, characters who don't do anything, vast areas of land with no purpose that take ages to run across. Had the designers not been so keen to make a real(ish) world, they could have created one that was *interesting*

## 64 THE BOTTOM LINE

### Controls



### Alternatives

*Mystical Ninja*: Konami (£59.99)  
Reviewed: Issue 13, 85%  
*Zelda 64*: Nintendo (TBA)  
Due for a pre-Xmas release

### Rating

### Graphics



### Audio



### Gameplay



### Lasting Challenge



### Overall

**56**

### Soundbite:

TOO SIMPLE FOR ADULTS, TOO BORING FOR KIDS. A MAJOR DISAPPOINTMENT!





Ninfo



Publisher: Ocean/Imagineer Game Type: Racer Release Date: Out now  
Developer: Genki Origin: Japan Price: £59.99/import

RACE around the streets of JAPAN in sports cars! Sounds **GOOD**, huh? Yeah, well, so did *Godzilla*, and **LOOK** how that turned **OUT**.

# GT



## Memory Options

MEMORY: N/A  
CONTROLLER PAK: SAVES RECORDS



## \$64,000 Question

- SOLID GRAPHICS
- DECENT POWERSLIDES AFTER PRACTICE
- WEAK SOUND
- VERY FEW TRACKS
- NOT VERY EXCITING



TO DATE, IF YOU WANT A REALLY amazing and realistic racing game, the sad truth is that you'll also need a PlayStation to run it on. Where Sony's box boasts world-class wheel action from the likes of *Gran Turismo*, *Rage Racer*, *TOCA Touring Car*, *F1 '97* and *V-Rally*, N64 owners have been subjected to the rather less awesome *F1 Pole Position*, *Multi Racing Championship*, *Automobili Lamborghini* and – ack! spit! – *Cruis'n USA*. Even the better Nintendo driving games like *Top Gear Rally* aren't really Moët sprayers.

*GT 64 Championship Edition* is Ocean's second attempt at an N64 racer, the first being the dreary and ditchwater-dull *MRC*. Coming from

Imagineer, who also produced *MRC*, I wasn't expecting that much from it, especially after playing the game at E3 in May (see last issue) and being distinctly unimpressed.

In fact, after the E3 experience, I fully expected to hate *GT 64*. As it turns out, I didn't. The only problem was, I didn't love it either. In fact, I didn't feel anything for it at all.

## I'M A FREELANCE SCIENTIST

As the annoying tosser in the Metz adverts says, "Gentlemen, let me explain," *GT 64* is based on the Japanese Grand Touring championship, where instead of the poxy Vectras and Mondeos that get slammed around in similar events in Blighty, top-spec sports cars like Skylines, Supras, NSXs and even the odd Lamborghini are thrashed until they beg for mercy. Sounds like fun!

That's the theory. However, what makes this kind of racing a crowd-pleaser when compared to the current



THE FOG-SHROUDED BUILDING ON THE LEFT IS THE DIET, THE JAPANESE PARLIAMENT BUILDING. WHITE HOUSE INDEED!

McLaren-led procession that is Formula 1, are things like close-quarter battles between the drivers, loads of overtaking in evenly-matched cars, tight courses where a mistake results in a wipeout and, of course, the expectation of seeing expensive pieces of machinery reduced to their component parts in as spectacular a manner as possible. Be honest, now. People don't watch motor racing for displays of precise cornering and good old-fashioned sportsmanship. They want to see stuff break and



SINCE THE OTHER CARS ALWAYS FOLLOW THE RIGHT RACING LINE, THE PORSCHE DRIVER LOOKS LIKE HE'S GOING A LITTLE BIT TOO FAST TO MAKE THE TURN...

## The tracks are all



ABOUT THE ONLY WAY YOU CAN GET THE COMPUTER-CONTROLLED DRIVERS TO SCREW UP IS IF YOU ACTUALLY HIT THEM AND KNOCK THEM OFF LINE.



IN LONG RACES, YOU NEED TO GO INTO THE PITS TO REPLACE WORN TYRES. THRILL TO THE HEART-STOPPING EXCITEMENT!



# GT64 Championship Edition



THE TOKYO LONG COURSE ACTUALLY OFFERS ONE ALMOST EXCITING BIT, WHERE YOU HAVE TO DUCK AROUND THIS BARRIER INTO AN UNDERPASS.

drivers chinning each other with long metal poles.

GT 64 manages to deliver the tight courses part of this equation, but falls short on the others. This originally being a Japanese game, the cars are set up to favour the Nipponese penchant for powersliding. At first, the cars seem all but impossible to get around the corners, bringing up Vietnam-style flashbacks of *San Francisco Rush* and its incredible jelly steering. Make a turn and your car sails gracefully sideways into the nearest crash barrier. Practice for a while, though, and before long you get the hang of when to turn, when to brake and when to pour on the power to make some smart edge-of-adhesion fast exits from hairpins. You'll still sail gracefully sideways into the barrier, but at least it won't happen nearly as often.

You can make things easier on yourself by toying with the car setup screen before the race starts.



ONE OF TOM'S SUPRAS TRIES TO GET THROUGH ON THE INSIDE. GET THEE BEHIND ME, SA-TOM!

Selecting the 'auto' option gives a basic setup that will get you around the course, but you can adjust tyre compounds, suspension stiffness, spoilers and gearing to suit your preferences and the needs of the track. Street circuits, with their tight corners, need more downforce, but more open tracks (Lake Fuji in the Japanese version, a generic 'Europe' in the West) give you more leeway on the turns so you can go all-out for speed.

## TRACKS OF MY FEARS

Actually, that should really be 'more open track', singular. One of GT 64's early problems is the puny selection of courses – a mere three. Ocean have tried to camouflage this by offering short and long versions of each course, and there's also a secret American track which becomes available if you win the championship game, but really you're faced with just three circuits.

This wouldn't be so bad if the three courses were something special (*Ridge Racer* got away with just having the one), but they're all rather bland, with not much of

## Car Wars

GT 64 AT LEAST OFFERS SOME REASONABLY COOL CARS FOR YOU TO SLAM INTO WALLS, SUCH AS THE TOYOTA SUPRA, NISSAN SKYLINE GT-R, HONDA NSX (AS DRIVEN BY MR WOLF), LAMBORGHINI DIABLO AND PORSCHE 911 (OR IS IT A 959?) HOWEVER, WE'RE NOT TOO SURE ABOUT THE TEAM NAMES. WOULD YOU WANT TO DRIVE FOR ANYONE CALLED 'DENSO'?

### 5ZIGEN SUPRA

'5ZIGEN'? AND JUST HOW DO YOU PRONOUNCE THAT? AS IF THAT WERE NOT BAD ENOUGH, ONE OF THE DRIVERS IS ARNOLD J RIMMER.

**SELECT A TEAM**

**CHAMPIONSHIP**

5ZIGEN SUPRA

ENGINE: SUPRA  
DRIVER: ARNOLD J RIMMER  
TEAM: 5ZIGEN SUPRA  
RACE 1: 1000m  
RACE 2: 1000m  
RACE 3: 1000m  
RACE 4: 1000m  
RACE 5: 1000m  
RACE 6: 1000m  
RACE 7: 1000m  
RACE 8: 1000m  
RACE 9: 1000m  
RACE 10: 1000m

**5ZIGEN SUPRA**

ENGINE: SUPRA  
DRIVER: ARNOLD J RIMMER  
TEAM: 5ZIGEN SUPRA  
RACE 1: 1000m  
RACE 2: 1000m  
RACE 3: 1000m  
RACE 4: 1000m  
RACE 5: 1000m  
RACE 6: 1000m  
RACE 7: 1000m  
RACE 8: 1000m  
RACE 9: 1000m  
RACE 10: 1000m

### AVEX DOME MUGEN NSX

PROUD SPONSORS OF THE MILLENNIUM EXPERIENCE, THOUGH WITH NO SIGN OF A PIN-HEADED SEXLESS WOMAN JUGGLING A BANANA.

**SELECT A TEAM**

**CHAMPIONSHIP**

AVEX DOME MUGEN NSX

ENGINE: NSX  
DRIVER: T. KUDOSAMA  
TEAM: AVEX DOME MUGEN NSX  
RACE 1: 1000m  
RACE 2: 1000m  
RACE 3: 1000m  
RACE 4: 1000m  
RACE 5: 1000m  
RACE 6: 1000m  
RACE 7: 1000m  
RACE 8: 1000m  
RACE 9: 1000m  
RACE 10: 1000m

**AVEX DOME MUGEN NSX**

ENGINE: NSX  
DRIVER: T. KUDOSAMA  
TEAM: AVEX DOME MUGEN NSX  
RACE 1: 1000m  
RACE 2: 1000m  
RACE 3: 1000m  
RACE 4: 1000m  
RACE 5: 1000m  
RACE 6: 1000m  
RACE 7: 1000m  
RACE 8: 1000m  
RACE 9: 1000m  
RACE 10: 1000m

### CALSONIC SKYLINE

WE'VE GOT BOTH ENDS OF THE AGE RANGE IN THE CALSONIC TEAM, THE 12-YEAR-OLD DRIVER BEING THE JAPANESE PAUL MERTON.

**SELECT A TEAM**

**CHAMPIONSHIP**

CALSONIC SKYLINE

ENGINE: SKYLINE  
DRIVER: S. MOTOYAMA  
TEAM: CALSONIC SKYLINE  
RACE 1: 1000m  
RACE 2: 1000m  
RACE 3: 1000m  
RACE 4: 1000m  
RACE 5: 1000m  
RACE 6: 1000m  
RACE 7: 1000m  
RACE 8: 1000m  
RACE 9: 1000m  
RACE 10: 1000m

**CALSONIC SKYLINE**

ENGINE: SKYLINE  
DRIVER: S. MOTOYAMA  
TEAM: CALSONIC SKYLINE  
RACE 1: 1000m  
RACE 2: 1000m  
RACE 3: 1000m  
RACE 4: 1000m  
RACE 5: 1000m  
RACE 6: 1000m  
RACE 7: 1000m  
RACE 8: 1000m  
RACE 9: 1000m  
RACE 10: 1000m

### CASTROL TOM'S SUPRA

"TOM," THEY ASKED, "WHAT DO YOU WANT TO CALL YOUR SUPRA RACING TEAM?" TOM THOUGHT LONG AND HARD...

**SELECT A TEAM**

**CHAMPIONSHIP**

CASTROL TOM'S SUPRA

ENGINE: SUPRA  
DRIVER: P. J. BURSA  
TEAM: CASTROL TOM'S SUPRA  
RACE 1: 1000m  
RACE 2: 1000m  
RACE 3: 1000m  
RACE 4: 1000m  
RACE 5: 1000m  
RACE 6: 1000m  
RACE 7: 1000m  
RACE 8: 1000m  
RACE 9: 1000m  
RACE 10: 1000m

**CASTROL TOM'S SUPRA**

ENGINE: SUPRA  
DRIVER: P. J. BURSA  
TEAM: CASTROL TOM'S SUPRA  
RACE 1: 1000m  
RACE 2: 1000m  
RACE 3: 1000m  
RACE 4: 1000m  
RACE 5: 1000m  
RACE 6: 1000m  
RACE 7: 1000m  
RACE 8: 1000m  
RACE 9: 1000m  
RACE 10: 1000m

### CASTROL CERUMO SUPRA

NUMBER 38, ONE OF MY LOTTERY NUMBERS. PROBABLY NEVER WIN NOW. CHEER UP, KANEISHI! MIGHT NEVER HAPPEN!

**SELECT A TEAM**

**CHAMPIONSHIP**

CASTROL CERUMO SUPRA

ENGINE: SUPRA  
DRIVER: K. KANEISHI  
TEAM: CASTROL CERUMO SUPRA  
RACE 1: 1000m  
RACE 2: 1000m  
RACE 3: 1000m  
RACE 4: 1000m  
RACE 5: 1000m  
RACE 6: 1000m  
RACE 7: 1000m  
RACE 8: 1000m  
RACE 9: 1000m  
RACE 10: 1000m

**CASTROL CERUMO SUPRA**

ENGINE: SUPRA  
DRIVER: K. KANEISHI  
TEAM: CASTROL CERUMO SUPRA  
RACE 1: 1000m  
RACE 2: 1000m  
RACE 3: 1000m  
RACE 4: 1000m  
RACE 5: 1000m  
RACE 6: 1000m  
RACE 7: 1000m  
RACE 8: 1000m  
RACE 9: 1000m  
RACE 10: 1000m

### CASTROL TOM'S OTHER SUPRA

AFTER THE SERIES ENDED, MONKEY TRADED IN HIS CLOUD FOR A TOYOTA SUPRA AND TOOK UP RACING FOR TOM.

**SELECT A TEAM**

**CHAMPIONSHIP**

CASTROL TOM'S OTHER SUPRA

ENGINE: SUPRA  
DRIVER: T. KUDOSAMA  
TEAM: CASTROL TOM'S OTHER SUPRA  
RACE 1: 1000m  
RACE 2: 1000m  
RACE 3: 1000m  
RACE 4: 1000m  
RACE 5: 1000m  
RACE 6: 1000m  
RACE 7: 1000m  
RACE 8: 1000m  
RACE 9: 1000m  
RACE 10: 1000m

**CASTROL TOM'S OTHER SUPRA**

ENGINE: SUPRA  
DRIVER: T. KUDOSAMA  
TEAM: CASTROL TOM'S OTHER SUPRA  
RACE 1: 1000m  
RACE 2: 1000m  
RACE 3: 1000m  
RACE 4: 1000m  
RACE 5: 1000m  
RACE 6: 1000m  
RACE 7: 1000m  
RACE 8: 1000m  
RACE 9: 1000m  
RACE 10: 1000m



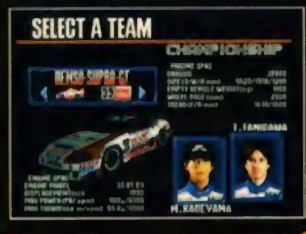
THIS SHOT IS SUPPOSEDLY A NOSE CAMERA, THOUGH IT'S CLEARLY HIGHER THAN THE CARS. IS THE DRIVER SITTING ON THE BONNET?





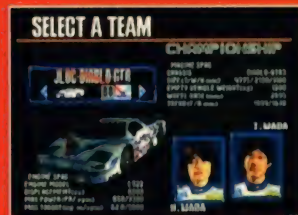
## DENSO SUPRA GT

THE SUBJECT OF NUMEROUS PLAYGROUND TAUNTS, DENSO NEVER UNDERSTOOD WHY EVERYONE CALLED HIM 'THICKIE'.



## JLOC DIABLO GTR

"NOT A TRACE OF NEPOTISM IN THIS TEAM," WADA SAID TO WADA. UNFORTUNATELY, THE PHOTOGRAPHER WAS A BORE.



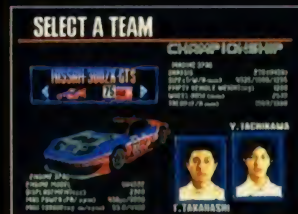
## KURE R33

ONLY ROBERT SMITH FROM 'THE KURE' CAN SAVE US NOW! OH, HANG ON. STILL, AT LEAST THE JACKIE CHAN 'DO' IS STILL POPULAR.



## NISSAN 300ZX GTS

CHAH! NOT SO MUCH AS AN OUNCE OF IMAGINATION HERE, NAMING THEIR TEAM AFTER THE CAR. BO-RING! VERY BO-RING!



THE SET-UP OF THE CARS CAN BE CUSTOMISED TO YOUR REQUIREMENTS, THOUGH THE DIFFERENCES AREN'T HUGE.

interest to look at. You might argue that since the courses are based on real tracks, they may actually be accurate. Well, aren't you the little smartarse? The thing is, if a game's trying to be realistic, it should exaggerate reality, not just mimic it. Real life is full of boring bits and annoying stuff you could do without. /SS wouldn't be half as much fun if you had to sit through a simulated coach journey to the ground before you could play, would it?

Given that *GT 64* is apparently a 128M cartridge, and therefore rather more hefty than *MRC*, you'd expect a lot more variety in the tracks – in fact, a lot more tracks full stop. Where the

worlds packed with detail, music, cool visual effects, precise control and lashings of imagination. The other is *GT 64*. Maybe all those rather grainy digitised pictures of real cars occupy 32 megabits, but I doubt it.

## CORNER CHOP

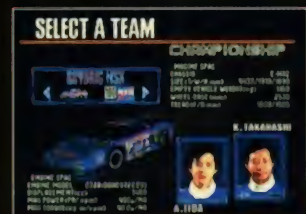
Another major failing of *GT 64* comes from the opposition, made up of a bunch of robot Michael Schumachers who cruise around the course on the perfect racing line and never, ever make a mistake. More to the point, *they don't powerslide*. For you to get into the lead, you have to master the art of braking late, whipping the back end out and slamming on the power as you try to duck through on the inside. Not so if you're lucky enough to be a computer-controlled drone – you get to corner like a Rothmans-sponsored tram. While human players are skipping inexorably sideways into a pile of tyres, the N64's boyz are flicking V signs through the windows and squeezing the bulbs of their Seymour Butts stick-on window toys.

This perfect cornering is there simply to compensate for the CPU racers having no brains whatsoever.

# GT 64 had the potential to be amazing, but blew it

## RAYBRIC NSX

FLOUNCY SILK SCARVES WERE THE TOP FASHION ACCESSORY IN THE RAYBRIC TEAM, WITH MATCHING UNDIES. DON'T THEY LOOK DASHING?



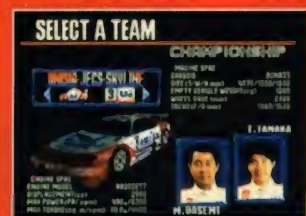
## SOGOKEIBI PORSCHE

THE JAPANESE FONDNESS FOR ANIME CHARACTERS WITH BIG EYES IS MADE MANIFEST IN THE PORKER'S HEADLIGHT PAINT JOB.



## UNISIA JEC'S SKYLINE

"IN JAPAN, MEN ALWAYS COME FIRST," SAID TIGER TANAKA. "I MAY JUSHT RETIRE HERE," MURMURED BOND.



## ZEXEL SKYLINE

WHERE DO FOURTH-RATE F1 DRIVERS GO TO DIE? (CAREER-WISE, NOT LITERALLY.) JAPANESE GT, OF COURSE! STEP FORTH AGURI SUZUKI AND ERIC COMAS!



hell has all that memory gone? It hasn't been put to use on tracks, super-realistic car handling, amazing amounts of detail or hours of sampled commentary. Putting things into perspective, *Banjo-Kazooie* (also reviewed this issue) is the same size as *GT 64*. One of them has nine large

Why spend valuable time and effort trying to program complicated stuff like driver intelligence and car physics when you can just make them whip around corners like something at Chessington World of Adventures? Rubbing salt into the wound was the fact that while I was playing *GT 64*,



THE RACE SCREECHED TO A HALT AS MRS OLDWOMAN WADDLED OVER THE CROSSING, TARTAN SHOPPING TROLLEY FOLLOWING IN HER WAKE.



# GT64 Championship Edition



KYOTO IS THE SETTING FOR ONE OF THE TWO JAPANESE URBAN TRACKS. APART FROM THE HILLS, IT LOOKS A LOT LIKE TOKYO.



SWITCHING TO A FIRST-PERSON VIEWPOINT SLIGHTLY INCREASES THE FRAME RATE, BUT THAT BONNET LOOKS RIDICULOUS!

the PlayStation mob were sitting six feet away wetting themselves over the rather good *Colin McRae Rally*, and then deliberately putting on *Gran Turismo* just to really annoy me.

## TWO-PLAY, AWAY!

Not even the two-player game, which can normally add some excitement to a game, served to increase my heart rate. While it at least spares players the indignity of MRC's microscopic split screens, the frame rate is massively reduced, which makes controlling the cars around the corners all the more difficult. It does sharpen your competitive edge – there's a race to see who can be first to stick *Goldeneye* in the cart slot instead.

The biggest disappointment about *GT 64* is the fact that it had the potential to be something really

amazing, but blew it. The game plunges into the deep chasm between full-on simulation and all-out action without touching either side on the way down. Some things are simulated fairly well, like the powersliding, but other things are completely ignored. You can't spin out the cars properly or go doughnutting, you can't roll them or even get them to leave the ground on a hump and despite the claims of the advertising, I didn't manage to damage them, no matter how hard I tried. (And I *tried*, believe me.)

On the other hand, the action isn't exciting or involving enough for *GT 64* to work as an arcade racer either. Even though it moves at a reasonable pace, you never end up with sweaty palms after barely making it through a series of tight corners. (Unless you're Roy, whose Nixon-style palmic perspiration is both legendary and gross...)

*GT 64* commits the ultimate sin for any racing game. It's *boring*. You could play it all day, and it still wouldn't be able to coax the tiniest drop of

adrenaline from your glands. Compared to even the three year old *Ridge Racer* on PlayStation it's badly lacking in fun and thrills, and up against the likes of *Gran Turismo*, *GT 64* is a joke. The N64 can kick the competition's ass in so many game genres, so why the hell can't it scrape up just one world-class racer?

## 2nd opinion

I WAS REALLY LOOKING FORWARD TO THIS GAME AFTER ALL THE COOL LOOKING PUBLICITY SHOTS, AND I HAVE TO ADMIT IT DOES LOOK NICE. HOWEVER, THE ANIMATION IS SOMEWHAT 'STROBEY' (FOR WANT OF A BETTER WORD). I GUESS IF YOU'RE DESPERATE FOR A RACING GAME *GT 64* MIGHT BE WORTH A LOOK, BUT DEFINITELY TRY BEFORE YOU BUY. **ROY KIMBER**

## Rating:



YES! I WIN, YOU ALL LOSE. TEN POINTS IN THE BAG.



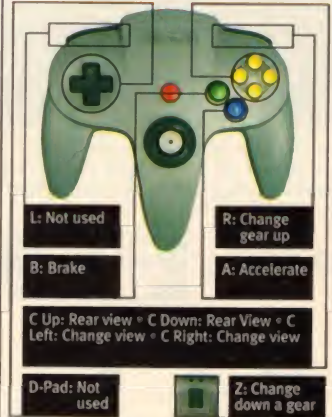
NO, OUR GRABBER DIDN'T SCREW UP – THE VICTORY SCREEN REALLY IS THIS BLURRED.



IN THEORY, A DIABLO COULD THRASH AN NSX EVERY TIME. ON THESE TRACKS, IT'S ANYBODY'S RACE!

## 64 THE BOTTOM LINE

### Controls



### Alternatives

*Top Gear Rally: THE Games* (£54.99)  
Reviewed: Issue 7, 85%  
*Diddy Kong Racing: Rare* (£49.99)  
Reviewed: Issue 7, 86%

### Rating

### Graphics



### Audio



### Gameplay



### Lasting Challenge



### Overall



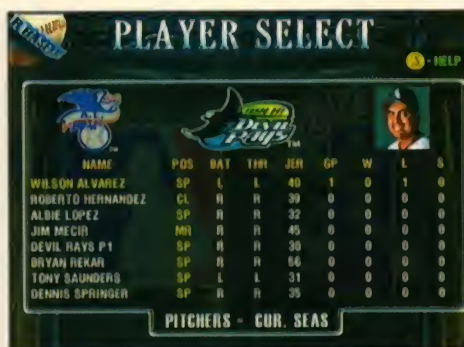
### Soundbite:

TECHNICALLY OKAY, BUT IN GAMEPLAY TERMS IT'S AS INTERESTING AS NIGEL MANSSELL!





THE 'FISHEYE' CAMERA ANGLE ALLOWS YOU TO GET WELL BEHIND THE BATTER'S PLATE, BUT THE PITCHER TENDS TO BE A LITTLE DIFFICULT TO SEE FROM HERE.



CHECK OUT WHO IS PERFORMING THE BEST IN THE BASEBALL LEAGUE TABLES (AND ALSO SEE HOW WELL YOUR TEAM COMPARES TO THE COMPETITION).



THE HIGH OVERHEAD ACTION CAMERA OPTION GIVES YOU (AS THE NAME MIGHT SUGGEST) AN OVERHEAD VIEW OF THE PROCEEDINGS... WHICH IS NICE!

Ninjo



Publisher: Acclaim Sports  
Developer: Iguana Entertainment

Game Type: Baseball sim  
Origin: USA  
Release Date: Out Now  
Price: £59.99

# ALL-STAR BASEBALL

**BATTER** up for the **BEST** baseball simulator you'll ever **SEE**!



FIRST IN BAT IS BRIAN MCCRAE - A WICKED CURVEBALL SHOULD START THIS GAME OFF NICELY!

## Memory Options

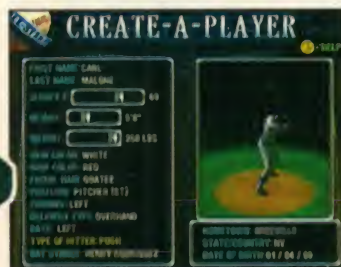
MEMORY: NONE  
CONTROLLER PAK: SAVE SEASONS, PLAYOFFS AND ROSTER MOVES

## \$64,000 Question

- AMAZINGLY REALISTIC HI-RES GRAPHICS
- STAGGERING ARRAY OF GAMING OPTIONS
- LONG GAMING LIFESPAN
- RUDIMENTARY KNOWLEDGE OF BASEBALL REQUIRED
- CPU OPPONENTS CAN BE OVERLY HARD TO BEAT



SINCE THE UK HAS PRACTICALLY become the 51st State of America, you'd have thought that the likes of American football and baseball would have been adopted as national sports by now. However, despite the best efforts of Channel 4 and Sky Sports, America's favourite sporting pastimes have never really been accepted wholesale by the 'fickle Brits'. With that in mind, why on Earth would any patriotic English gamesplayer want to play Acclaim's *All-Star Baseball '99*? How about because it's bleedin' marvellous? Oh, you want more info than that before you go out and buy the game, do you?



ALL-STAR BASEBALL ALLOWS YOU TO DESIGN THE BEST, WORST, OR THE MOST IMPROBABLE BASEBALL PLAYERS IN THE WORLD.

## BATTER UP

The game has been developed by Iguana Entertainment, the talented bods behind the likes of *Turok*, and it has their hallmark of quality stamped throughout the game. The first thing that hits you after sticking the cart in your Ninnie is the astounding high-res graphics on display - it's an astonishing sight as you watch the perfectly rendered baseball teams stride out onto the pitch. From the off, this exemplifies *All-Star Baseball's* main strength, and that is its amazing attention to detail. Hell, you can almost smell the hot dogs!

But how does it play? Well, bearing in mind that the majority of people in this country have never played baseball (or even know the rules), it is easy to get lost within the whole experience. The instructions supplied with the cart are not particularly good, feeling knocked together and not very clear on some points. It would also have been a good idea to summarise the basic baseball rules and terms within the manual, but Acclaim probably assumed that only baseball fans will pick up the game.

The wealth of gaming options available in *All-Star Baseball* is daunting for the novice player, since you have full control over your team - from pitching to batting, fielding to

managing... you get the idea. However, in a stroke of gameplaying genius you have the option of controlling more or less what you like. For instance, if you want to concentrate on your pitching, the computer will do the basic fielding for you, so all you need to do is press the A button at the right time to catch the incoming ball.

Another example of the sheer user-friendliness of the game is displayed when you are at bat; you can have a batting target on screen to help you set up your shot, as well as having an icon telling you where the pitcher is lobbing the ball. Although the latter options don't guarantee a home run every time (believe me, it isn't *that* easy), it will certainly help you find your feet and prepare you for taking on the more advanced gaming options.

You also have complete control over how you 'see' the game - there is an adjustable camera which can either be close behind the batter, just behind the catcher, to the side, or from slightly above. There are three fielding options, although the most practical is the 'high' option, which lets you see for yourself whether the opposition is going to nick another one of your bases. However, the 'low' option needs to be seen, just so you can drool over the gorgeous hi-res

## All-Star Baseball's main strength is its



EEEW! THERE'S A HUGE BOGEY STUCK TO MY BAT!



# L 99



JOE RANDA'S NEXT AT THE PLATE – CAN HE HIT ANOTHER HOME RUN?

graphics. The great thing about all of these options is that you are able to change them at anytime during the game – so, if you're the indecisive sort, you can mix and match to your heart's content!

## STEEE-RIKE! YOU'RE OUT OF THERE!

All of the major current American baseball teams and players are represented within the game, although you also have the option of creating your own players – yes, you too could become a baseball star (well, just as long as you're a bloke, you don't wear glasses and have no physical deformities – who says that these are enlightened times, eh?) In addition, for those who demand a multiplayer option, *All-Star Baseball* allows up to four players to compete against each other, or team up against

## Terms Of Endearment

SOME OF THE BASEBALL TERMS USED IN *ALL-STAR BASEBALL '99* MAY WELL BE LOST ON THE MAJORITY OF NON-FANS. IF YOU WANT TO AVOID MAKING A FOOL OF YOURSELF IN FRONT OF THE TENS OF BASEBALL FANS IN THE COUNTRY, LEARN THIS LIST AND USE IT WISELY!

### BATTER'S BOX

**RIGHT:** THE AREA IN WHICH THE BATTER STANDS DURING HIS TIME AT BAT.  
**WRONG:** SOMETHING THE BATTER SHOES DOWN THE FRONT OF HIS PANTS.

### BUNT

**RIGHT:** A BATTED BALL WHICH IS TAPPED SLOWLY, RATHER THAN SWUNG AT.  
**WRONG:** AN OBSCENITY MUTTERED BY SOMEONE WITH A COLD.

### FLY BALL

**RIGHT:** A BALL THAT IS BATTED HIGH INTO THE AIR.

**WRONG:** THE 'BITS' OF A MALE BLUEBOTTLE.

### PITCH

**RIGHT:** A BALL DELIVERED TO THE BATTER BY THE PITCHER.  
**WRONG:** A PLACE WHERE REAL SPORTS ARE PLAYED.

### SAFE

**RIGHT:** A DECLARATION BY THE UMPIRE THAT A RUNNER IS ENTITLED TO THE BASE HE IS ON.  
**WRONG:** SORTED.

### RUN

**RIGHT:** A SCORE ACHIEVED BY A RUNNER WHO TOUCHES FIRST, SECOND, THIRD AND

HOME BASE IN ORDER.

**WRONG:** WHAT YOU GET AFTER TOO MUCH CURRY.

### FOUL BALL

**RIGHT:** A BALL THAT LANDS OUTSIDE THE PLAYING AREA (USUALLY LANDING BEHIND HOME BASE).

**WRONG:** THE 'BITS' OF A COCKEREL [THAT'S ENOUGH CRAP GENITALIA JOKES – ED].

### WIND UP POSITION

**RIGHT:** ONE OF THE LEGAL PITCHING POSITIONS.

**WRONG:** THE CHIN-RUBBING STANCE OF A PISS-TAKER.



ALTHOUGH THE LONE FIELDER IS TRYING HIS BEST, THAT BALL IS WAY AHEAD OF HIM AND IS A SUPREME EXAMPLE OF A HOME RUN.



yourself to check this game out, as it is probably one of the best sport simulations ever created. Really, it is *that* good. The atmosphere and the amount of control you have over the game will soon suck you in, and it won't be long before you too are cursing the catcher, as he smugly declares "Steeerike! You're out of there!"

**ALL-STAR BASEBALL WAS SUPPLIED BY DEPARTMENT 1. CALL THEM ON (0171) 916 8440.**



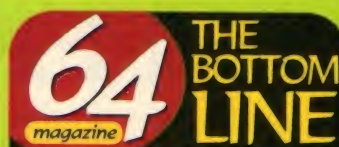
## 2nd opinion

OKAY, IT'S BASEBALL, WHICH IS A PANTS GAME. BUT *ALL-STAR BASEBALL* OVERCOMES THE TEDIOUS NATURE OF ITS REAL-LIFE COUNTERPART BY BEING SURPRISINGLY INVOLVING TO PLAY. THE AMAZING GRAPHICS REALLY DO MAKE A DIFFERENCE TO YOUR PERCEPTION OF THE GAME – AFTER PLAYING THIS, IT'S HARD TO GO BACK TO 'OLD-FASHIONED' LO-RES STUFF! **ANDY McDERMOTT**

Rating:



## All-Star Baseball '99



### Controls



VARY DEPENDING ON WHETHER THE PLAYER IS AT BAT, IN THE FIELD, AND THE MANY STAGES THEREOF. IN OTHER WORDS, THERE ARE FAR TOO MANY OPTIONS TO LIST HERE!

### Alternatives

*Major League Baseball*: Nintendo (import)  
Not yet reviewed  
*Mike Piazza's Strike Zone*: GT (import)  
Not yet reviewed

### Rating

### Graphics



### Audio



### Gameplay



### Lasting Challenge



### Overall

**89**

### Soundbite:

AN ESSENTIAL PURCHASE FOR ANY BASEBALL FAN, AND ONE OF THE BEST SPORTING SIMS EVER. HONEST!

amazing attention to detail



Ninfo



Publisher:  
Developer:

Konami  
Konami  
Game Type:  
Origin:

Puzzle  
Japan  
Release Date: Out now (import)  
Price: £59.99

## Memory Options



**MEMORY:**  
NONE  
**CONTROLLER PAK:**  
STORES GAMES  
PROGRESS,  
SCORES, SECRET  
CHARACTERS

The N64 goes puzzle MAD! Yet ANOTHER arcade puzzler involving SMALL colourful BLOBS – yippee!

# PUZZLE DAMA

## \$64,000 Question

- THREE GAMES IN ONE!
- SEVERAL CHARACTERS WITH LOTS OF ANIMATION
- HELLISHLY ADDICTIVE
- EXTREMELY SIMILAR TO *Puyo Puyo SUN*
- HARDLY CHALLENGES THE N64S CAPABILITIES

AT FIRST GLANCE *PUZZLE Dama* is just another *Puyo Puyo Sun* clone with some rather nicely animated characters jumping around in the background. That's until you realise that in addition to *Puyo Puyo* mode, there's also a different puzzle mode and a totally new four-player bowling game!

Effectively, what you get when you buy *Puzzle Dama* is three games in

one. The first is basically *Puyo Puyo*, with a few differences. As with *Puyo Puyo*, groups of coloured blobs drop from above and must be matched to other coloured blobs to make them burst and disappear. A unique feature of *Puzzle Dama* is the frozen blobs that drop down at random and must be unfrozen before they can link with other blobs. You can unfreeze them in two ways. The first is to construct a

blob grouping next to them, which will defrost any frozen ones when it bursts. The second way is to use a special 'happy ball' which drops down from time to time, and will defrost any blobs that it touches.

Of course, you can't have a 'happy ball' without an evil 'mean ball' counterpart, can you? The 'mean ball' also drops down from time to time and freezes any blobs that it touches, so it's essential to steer it away from large blob groups.

And that's about it. Oh, except for the pink 'pacman' ball that starts off frozen but will munch its way through a line of blobs when you defrost it.

## GET BLOBBY WID IT

The second game mode in *Puzzle Dama* looks similar to the first and is played in the same kind of arena. The gameplay, however, differs greatly. Instead of blobs dropping down the screen in small groups, they rise up from the bottom in one complete

## Meet The Cast

THERE ARE 12 CHARACTERS IN TOTAL IN *PUZZLE DAMA*, TEN PLAYABLE AND TWO HIDDEN. CREATE A CHAIN REACTION AND THEY DO STRANGE THINGS – THE LONGER THE CHAIN, THE MORE STUFF THEY DO!

### 1. THE LITTLE GIRL

SHE'S MAD, SHE'S BAD AND SHE WEARS A YELLOW HAT. DON'T MESS WITH HER OR SHE'LL BURST INTO TEARS AND EVERYONE WILL KNOW YOU'RE A REALLY MEAN PERSON.

### 2. THE TADPOLE

AT LEAST WE THINK HE'S A TADPOLE. ANDY HAD A RATHER MORE UNPLEASANT SUGGESTION UNTIL WE SAW IT PLAYING WITH A FISH. AT LEAST WE HOPE IT WAS A FISH.

### 3. THE SCHOOLGIRL

NO JAPANESE GAME WOULD BE COMPLETE WITHOUT ONE OF THESE! SHE JUMPS AROUND ALL OVER THE PLACE, IN SERIOUS DANGER OF POPPING OUT OF HER CLOTHES.

### 4. THE ROCK STAR

OR MORE ACCURATELY, THE ROCK GROUP, FOR AT TIMES THERE IS DEFINITELY MORE THAN ONE BLOKE IN THIS GUY'S WINDOW! HE'S JUST ALL LOOKS AND NO TROUSERS, NICE HAIR THOUGH.

### 5. THE BABY

INDISPUTABLY THE CUTEST CHARACTER IN THIS GAME, THE BABY IS FAR FROM WEAK AND HELPLESS – HE HAS EYES THAT FIRE LASER BEAMS WHEN HE GETS OVER-EXCITED!

### 6. THE KUNG FU MASTER

BAD AND BALD... ER, EXCEPT WHEN HE SUDDENLY GROWS A FULL HEAD OF HAIR! THIS GUY REMAINS CALM MOST OF THE TIME THEN EXPLODES WITH HIGH-KICKING FURY!

### 7. THE HIPPY CHICK

THIS NEW-AGE HIPPY LOOKS QUITE CUTE AND IS FAIRLY LAID BACK IN ATTITUDE. GET A LONG ENOUGH CHAIN REACTION AND SHE'LL WHIP HER CLOTHES OFF, THE HUSSY!

### 8. THE BUXOM NURSE

THIS LIVELY LADY HAS A UNIFORM THAT IS TOO TIGHT-FITTING BY HALF! PLAYING WITH THIS CHARACTER CAN BE RATHER DISTRACTING AS HER HUGE BREASTS BOUNCE CONVINCINGLY UP AND DOWN.

### 9. THE MAD SCIENTIST

YES, HE'S A SCIENTIST AND HE'S MAD. HE ALSO HAS WEIRD LOOKING HAIR. GET HIM OVER EXCITED AND HE'LL START DRINKING HIS OWN WEIRD CONCOCTIONS – THE MORON!

### 10. THE TENNIS PLAYER

HE'S FIT AND HE'S GOT A SQUARE JAW. CRIES IF HE LOSES, CRIES IF HE WINS, THROWS TANTRUMS AT THE DROP OF A HAT... MUST BE AN AMERICAN PLAYER THEN!

### 11. THE BLOKE WITH A HAT

THIS GUY IS OLD, SO HE'S PROBABLY A TAI-CHI MASTER OR SOMETHING. HE'S THE FIRST OF THE HIDDEN CHARACTERS AND WHEN YOU FIND HIM HE ISN'T VERY EXCITING AT ALL!

### 12. UGLY GEISHA TRANSVESTITE

THE FINAL HIDDEN CHARACTER IS AN UGLY BLOKE DRESSED AS A WOMAN IN TRADITIONAL JAPANESE GARB. NOT REALLY SURE WHY ANYONE WOULD WANT TO FIND THIS ONE!



CHOOSE FROM ONE OF TEN CHARACTERS, OR CLICK ON THE QUESTION MARK FOR A MYSTERY SELECTION... OOH!







THE HAPPY BALLS ARE FRIENDLY LITTLE FELLOWS – THEY’LL DEFROST YOUR FROZEN BLOBS!



THE FIRST OF THE THREE GAME MODES IS FAIRLY SIMILAR TO THE *Puyo Puyo* WE ALL KNOW AND LOVE.

mass. To make the blobs disappear, and thus stop the group from reaching the top, you must pick up a blob and physically place it with other blobs. This gives you a little more control over the action, and you’ll probably find it easier. This game doesn’t utilise the happy, mean and pacman balls, so things are therefore somewhat simplified.

Both the *Puyo Puyo*esque games can be played in either one- or two-player mode. If you manage to achieve large groups or set off chain reactions where multiple groups disappear, then the blobs you remove will drop onto your opponent’s screen in a frozen state. The novel concept here is that each playable character, as well as having a different animation, has a different pattern for



THE SECOND GAME MODE IS A LITTLE STRANGE, BUT THE PICK-UP-THE-BLOBS METHOD WORKS FAIRLY WELL.

## Balls, Balls, Balls!

THERE ARE THREE DIFFERENT BALLS IN *PUZZLE DAMA* AND IT’S IMPORTANT TO LEARN WHAT THEY DO.

### HAPPY BALL

THIS USEFUL BALL DEFROSTS ANY BLOBS THAT IT TOUCHES.



### MEAN BALL

THIS NOT-SO-USEFUL BALL FREEZES ANY BLOBS THAT IT TOUCHES.



### PACMAN BALL

WHEN THAWED, THIS BALL WILL EAT ALL THE BLOBS IN ITS WAY.



dropping blocks on opponents. Rather than simply dropping blocks from the top, they might be inserted at the bottom, or slipped in at the side, or even a combination of all three. With experimentation you can find out which kind of attack works best – on the first *Puyo Puyo*-type game for example, if the blocks appear at the bottom of the screen, they are often harder to remove than if they get dropped from the top.

## BOWLING BLOBS

The third game in *Puzzle Dama* is totally different from the other two. It’s a bowling game, and can be played by up to four players! The bowling alley is viewed from the side, and players take it in turns to bowl at the skittles at the end of the alley using the analogue stick for power and spin. Although this section probably wouldn’t stand up as a game on its own (unless it was sold for a tenner) it is damn good fun all the same, and makes a nice change from frantic blob bursting.

All in all, *Puzzle Dama* is great fun, and the three-in-one game format probably makes it better value for money than, for example, *Puyo Puyo*. However, at £60 on import, it’s dubious whether it’s really worth the money to start with – after all, it is just a puzzle game. Then again, you’ll probably be coming back to this game



THE MEAN-LOOKING BALLS ARE A BIT OF A PAIN. IF THEY MAKE CONTACT WITH YOUR BLOBS THEY TURN THEM INTO FROZEN BLOCKS.

long after you tire of the current crop of platform, driving and sports games, so maybe it is worth it. The choice, as they say, is yours!

**PUZZLE DAMA WAS SUPPLIED BY DEPARTMENT 1. GET IN TOUCH WITH THEM ON (0171) 916 8440.**

R64



FINISH PRACTICE MODE AND YOU’LL GET A CONGRATULATIONS MESSAGE, WHILE YOUR CHARACTER GETS BEATEN UP BY TWO SINISTER SHADOWS!

## 2nd opinion

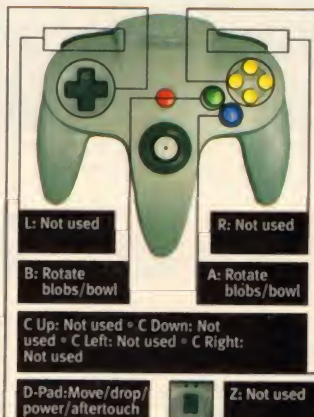
A MAD JAPANESE PUZZLE GAME WITH ANIME CHARACTERS SQUEAKING AWAY LIKE LOONS? I HAVE NO PROBLEM WITH THAT! I DIDN’T LIKE *PUZZLE DAMA* QUITE AS MUCH AS *PUYO PUYO* BECAUSE IT TAKES LESS SKILL TO SET OFF CHAIN REACTIONS, BUT THE *PARODIUS*-STYLE MUSIC AND AMUSING BOWLING SUBGAME HELP MAKE IT A LOT OF DEMENTED FUN. **ANDY McDERMOTT**

## Rating:



## 64 THE BOTTOM LINE

### Controls



### Alternatives

*Puyo Puyo Sun 64*: Compile (import)  
Reviewed: Issue 8, 87%  
*Bust-A-Move 2*: Acclaim (£49.99)  
Reviewed: Issue 15, 91%

### Rating

### Graphics



### Audio



### Gameplay



### Lasting Challenge



### Overall

**80%**

### Soundbite:

TWO *PUYO PUYO* CLONES AND A BOWLING GAME – THREE GAMES FOR THE PRICE OF ONE!

**Puzzle Dama is great fun!**





THE BOY BRYANT HIMSELF PUTS IN AN APPEARANCE. FUNNILY ENOUGH, HE'S THE BEST PLAYER IN THE GAME.



YOU CAN CREATE YOUR OWN PLAYERS. THIS CHAP LOOKS UNNERVINGLY LIKE TOM 'GIT' PARIS FROM VOYAGER...



...AND HERE HE IS IN PLAY. IN THEORY, YOU COULD CREATE AN ENTIRE TEAM OF PLAYERS WITH SUPERHUMAN SKILLS!

|              |                |        |                                   |                       |                       |
|--------------|----------------|--------|-----------------------------------|-----------------------|-----------------------|
| <b>Ninfo</b> | Players        | 128 M. | Publisher: Nintendo               | Game Type: Basketball | Release Date: Out now |
|              | Controller Pak | 128 M. | Developer: Left Field Productions | Origin: Issue 14 (US) | Price: £49.99         |

### Memory Options

**MEMORY:**  
SAVES LIMITED STATS

**CONTROLLER PAK:**  
SAVES TEAM ROSTERS, SEASON RESULTS AND THE LIKE

### PAL Performance

● HOW DOES THE UK VERSION COMPARE IN TERMS OF SPEED TO THE IMPORT CART?

**BORDERS:** NONE

**SPEED:** NOTICEABLY SLOWER THAN NTSC GAME

# KOBE BRYANT IN NBA COURTS

**PASS! Shoot! DRIBBLE!** Make sure you **WIPE** up after yourself, **THOUGH!**

IT'S A STRANGE GAME, IS basketball, especially if you're not American and haven't been bottle-fed on odd colonial sports since popping out of the womb. To the uninitiated, it looks like a bunch of very tall men in shorts running hither and yon over a wooden-floored tennis court, throwing a ball into a basket first at one end of the court, then the other. By the end of the game, the score is about 3,002 to 3,001. What's wrong with the Americans? Can't they appreciate the thrills of a nil-nil draw or a 27 all out? Cuh!

*Kobe Bryant In NBA Courtside*, apart from sounding like the name of a bad American sitcom, is one of the first members of Nintendo's 'Nintendo

Sports' line-up, much ballyhooed at E3. I still don't know (or especially care) who Kobe Bryant is, but the Kobester has put his name on quite a decent game.

## SPACE JAM

For the basketball-impaired, things are helped along by a very clever passing system; since the players in the game are professionals, the game assumes that 99 percent of the time they're going to chuck the ball around fairly accurately, so you rarely need to worry that you'll pass the ball only to find

If you're a ba

## Camera Obscura

NBA COURTSIDE HAS THE USUAL BUNCH OF CAMERA ANGLES AND ZOOM MODES YOU EXPECT FROM N64 SPORTS GAMES. SOME OF THEM WORK. SOME OF THEM... DON'T.



**Row ZZ, Seat 666 Cam**  
AS FAR AWAY FROM THE ACTION AS YOU CAN GET. YOU MIGHT AS WELL HAVE WATCHED ON TV - THE PLAYERS WOULD LOOK BIGGER.



**MICHAEL MEYERS CAM**  
RECREATE THOSE 'PSYCHO'S POINT-OF-VIEW' SHOTS FROM THE LIKES OF HALLOWEEN AND FRIDAY THE 13TH. PAYTON, START RUNNING!



**SEAGULL CAM**  
THIS IS HOW LARGE, GARBAGE-EATING BIRDS SEE THE WORLD - AS A COLLECTION OF MOVING TARGETS. INCOMING!



**BOX BROWNIE CAM**  
REMEMBER YOUR FIRST PHOTOS, WITH HEADS CHOPPED OFF AND JUST TOO LATE TO GET THE ACTION? RELIVE THOSE DAYS!



# Kobe Bryant In NBA Courtside



WHEN *NBA COURTSIDE* HAS FOUR PEOPLE PLAYING, THINGS GET MANIC. THE MARKER ARROWS COULD DO WITH BEING A BIT MORE VISIBLE AT TIMES.

# IDE

empty space where you hoped there'd be a team-mate. Passing plays are made on the run by moving the analogue stick in the general direction of the player you want to pass to and pressing A. Although it sounds a bit vague, it's one of the best passing methods in any sports sim to date.

Glory-seekers can take a shot at the basket at any time by pressing and holding B. The chances of getting the ball through the hoop obviously increase the closer you are, but there is still the chance of pulling a blinder from the opposite end of the court.

## For basketball fan, *NBA Courtside*

The whole thing is a bit random, since unlike a football game you can't pick a side of the goal to aim at, but then that's a problem all basketball sims are stuck with.

*NBA Courtside* has a wide range of offensive and defensive moves, which unlike some games are straightforward enough to use regularly in play. If you've got the ball, holding R puts you into a defensive crouch while you look for someone to pass to, but doing the same when you're trying to tackle automatically keeps you right in the ball-holder's face. You can also do neat tricks like

switching the hand your player is dribbling with to prevent a steal, tell the other players on your team to block your opponents to give you a clear run at the basket and even commit a deliberate foul!

### LANKY YANKEE

With four people playing, *NBA Courtside* becomes a frenzy of pituitary-fuelled action. The small size of the court compared to a football pitch means that the action moves from end to the other very quickly, and the ease of passing keeps the game flowing like mercury through a teflon-lined pipe. Obviously it helps if you're into basketball, which is a small-time sport over here, but if you switch off some of the more incomprehensible rules like the numerous time-based penalties and goal tending (it's an offence to try to stop the opposition

## will be an essential buy

from scoring a basket – the hell?), pretty much anybody can drop straight into the game and start playing.

It does have to be said that the PAL conversion is a bit disappointing. Although *NBA Courtside* runs full-screen on British TVs, there's a definite loss of speed compared to the NTSC game, as though someone had swapped the players' isotonic energy drinks for Horlicks. Everything also seems a little bit fuzzier than before – it's not the incredible Blur-O-Scope™

## 2nd opinion

I'VE BEEN KNOWN TO CHUCK THE ODD BALL THROUGH A HOOP, AND *NBA COURTSIDE* IS THE BEST SIMULATION OF THE GAME ON THE N64 BY A MILE. THE PASSING SYSTEM IS SMOOTHER THAN A VELVET CAT, AND THE GAME IS HEAVY ON PRESENTATION. IF YOU DON'T LIKE BASKETBALL YOU WON'T BE CONVERTED, BUT IT'S A GOOD, FAST VERSION OF THE SPORT. **LOZ COOPER**

### Rating:



TAKING A FREE THROW IS AN ODD SUBGAME, WHERE YOU USE THE ANALOGUE STICK TO 'BALANCE' A MOVING BASKET ICON OVER THE ACTUAL BASKET.

of *NBA Pro '98*, *Courtside*'s only real competition, but the clarity of the American version is missing.

If you're a basketball fan with an N64, *NBA Courtside* will be an essential buy. It looks good, plays well and has enough options to choke a camel, as well as being loaded down with all the tedious statistics that American sports fans get so excited about. On the other hand, if the squeak of trainers on wood doesn't get your blood pumping it's not going to be next on your list after *Banjo-Kazooie*, but you might still be pleasantly surprised if you're willing to give it a go.



THE 'REFEREE' CAN BE SET WITH VARYING DEGREES OF STRICTNESS WHEN IT COMES TO SPOTTING FOULS, BUT EVEN DR CYCLOPS COULD SPOT THAT ONE!



### Alternatives

*NBA Hangtime*: GT Interactive (£59.99)  
Reviewed: Issue 5, 45%  
*NBA Pro '98*: Konami (£59.99)  
Reviewed: Issue 12, 68%

### Rating

### Graphics



### Audio



### Gameplay



### Lasting Challenge



### Overall



### Soundbite:

A WELL-PRESENTED GAME THAT'S FUN EVEN FOR THOSE WHO ARE NOT AFFLICTED WITH GIGANTISM!



Are you a **BASEBALL** fan? No? That's a **PITY**, because we've got **MILLIONS** of stick-related **CHEATS** this issue. Luckily, there's **PLENTY** of other **STUFF** as well!

## San Francisco Rush

**OOOPS! THE COVER BOOK WE GAVE AWAY** free with issue 14 provided maps for all seven levels in *SF Rush*, the seventh being the secret Rock level. Only we didn't realise that we'd neglected to tell you how to get access to said track – doh!

### ACCESS SECRET TRACK

To begin with you need to have completed a circuit and have it stored in memory. If you haven't done this yet and want to speed things up, then try entering the following winning circuit code:

**8DP5KG5L4G59P**  
**G92WVCQY0DRDQ**

Apparently one or two versions of the game may not accept the above code, in which case use this one instead:

**9DQ6LH6M5H6SQ**  
**HS3XWCR01DTR**

Once you've entered the code, finish the circuit. You then need to use the A and B buttons to move between selection screens.

1. On car selection screen: Hold C Left, press Z, release both and press Left.
2. On setup screen: Hold C Up, press Z, release both and press Up
3. On track selection screen: Hold C Right, press Z, release both and press Right
4. On car selection screen: Hold C Down, press Z, release both and press Down, L, R
5. Go to the track selection screen and choose track seven. Woohoo!

## Wetrix

### ALTERNATE FLOORS

COMPLETE THE EIGHT SINGLE player practice rounds, then go to the options screen and select the 'Floor' option to toggle a new background colour and floor pattern. Groovy.



## Quake 64

You've got the completely mapped solution. You've got the cheat code which gives infinite everything. You're still rubbish at it? Try this cheat which lets you pass through walls, and if you still can't finish, give it up!

### NO CLIPPING MODE

Enter NOCLIP as a password.

## Forsaken

**FAST, FURIOUS AND GORY WITH A MULTIPLAYER MODE THAT ARGUABLY** rivals *Goldeneye* for addictiveness, *Forsaken* is definitely a must-buy for N64 owners. And if you've already bought it, here are some codes to make it even better!

### LEVEL SELECT

On the opening screen, press A, R, Z, Up, Up, C Up, C Down, C Down. Use the d-pad to select your mission.

### UNLIMITED NITRO

On the opening screen press B, B, R, Up, Left, Down, C Up, C Left.



### PSYCHEDELIC MODE

On the opening screen press A, R, Left, Right, Down, C Up, C Left, C Down.

### WIREFRAME MODE

On the opening screen press L, L, R, Z, Left, Right, C Up, C Right.

### GORE MODE

On the opening screen press Z, Down, C Up, C Left, C Left, C Left, C Left, C Down.

### SECRET CHARACTERS

Hidden within the game are eight secret characters. If you manage to find them and kill them they will

then be accessible from the Biker select screen. There are eight secret characters in total: Septre, Ex-Cop, Jo, Nubia, Cerbero, Mephistofun, HK-5, and Dr Nepenthe (Nutta).

If you've unlocked Battle mode you can also access the characters by killing them on one of the eight Battle mode levels. They also sometimes appear in Multiplayer mode as one of the CPU opponents (if you have them activated).



## Major League Baseball Featuring Ken Griffey Jr

**IT'S AMERICAN, IT'S A BASEBALL GAME, AND MANY OF YOU WILL PROBABLY NEVER** buy it. However, for those die-hard fans out there, here's a few handy codes!

### BONUS TEAMS

Highlight 'Exhibition' and repeatedly tap all the C buttons together until you hear a noise to confirm that the code has been entered correctly. You'll now be able to access the Nintendo and Angel Studios teams from the 'All-Star teams' option.

### FIREWORKS

Access 'View Stadium' mode by pressing Z on the stadium selection screen, then press R & Z to launch some fireworks.

### CONTROL TITLE SCREEN BASEBALL

Hold Z on the title screen to stop the baseball spinning, then, still holding Z, move the analogue stick to control it.



# PSX POWER CHEATS

## PLATFORM GAMES

08900 308015

CRASH BANDICOOT 2, FROGGER, Tomb Raider 2, CROC, Abe's Oddysee, KLONOA, Pitfall 3D, Pandemonium 2, Ray Man, Deathtrap Dungeon, Final Fantasy VII, Skull Monkeys, Theme Hospital, Gex 3D

## SPORTS GAMES

08900 308016

ACTUA Soccer 2, FIFA '98, NBA Hangtime, NBA Live '98, Total NBA '97, Three Lions, Madden, World Cup '98, Adidas Power Soccer, NFL '98, NFL Game Day '98, World League Soccer '98

## BEAT EM UPS

08900 308012

Bushido Blade, Mortal Kombat, Fighting Force, Soul Blade, Bloody Roar, Cardinal Syn, Total No 1, Nightmare Creatures, Tekken 2 and 3, Street Fighter Alpha 2

## RACING GAMES

08900 308014

Cool Boarders, Grand Theft Auto, British Touring Car, Test Drive 4, Motorhead, VR Powerboat Racing, Rapid Racer, V-Rally, Micro Machines V3, Need for Speed 2, Ray Tracers, Need for Speed 3, Porsche Challenge, Rage Racer, Rally Cross, F1 '97, Formula Karts, Gran Turismo

## SHOOT EM UPS

08900 308013

Red Alert, Nuclear Strike, Auto Destruct, Colony Wars, MDK, One, Resident Evil 2, G-Police, Alien Trilogy, Doom, Dark Forces, Mech Warrior 2, Z, X-Com, Shadow Master, Xvious 3D/GI, Ray Storm, Critical Depth, Steel Reign, Dark Omen, Diablo, Reboot

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# N64 POWER CHEATS

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08900 395073

Diddy Kong Racing, Extreme G, Top Gear Rally, 1080° Snowboarding, Multi Racing Championship, San Francisco Rush, Snowboard Kids

## PLATFORM / SPORTS GAMES

08900 395074

Mario 64, Mischief Makers, Yoshi's Story, NHL Breakaway '98

## SHOOT EM UPS

08900 395071

Goldeneye, Lylat Wars, Turok, Doom 64, Hexen, Shadows of the Empire, Quake 64, Duke Nukem 64

## BEAT EM UPS

08900 395072

Mortal Kombat, Mythology, Mace, War Gods, Dark Rift, Mace, Sub-Zero, Fighters Destiny

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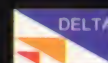
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## Mortal Kombat 4

IT'S FINALLY HERE! THE GAME ALL BEAT-'em-up fans have been waiting for! Well, all those that aren't still waiting for *Street Fighter*, that is. (Not mentioning any names... Andy.)

### ALTERNATE COSTUMES

Rotate the select screen pictures twice to access each character's second outfit. Sonya and Tanya's pictures must be rotated three times.

### CHEAT OPTION

Highlight 'Continue' on the options screen then hold Run and Block until the cheat option appears.

### FIGHT AS GORO

Select the 'Hidden' icon on the character selection screen. Press Up, Up, Up, highlight Shinnok's icon and press Run and Block.

### FIGHT AS NOOB SAIBOT

Select the 'Hidden' icon on the character selection screen. Press Up, Up, highlight Reiko's icon and press Run and Block.

### FIGHT AS MEAT

Choose 'Group Mode' and win as all 16 characters.

### KOMBAT KODES

Input the following codes on the two-player 'Vs' screen where the character pictures are displayed facing each other. There are two three-digit displays at the bottom of the screen. The first three correspond to the buttons on controller one, the second to the buttons on controller two.

The numbers indicate how many times you must press Low Punch, Block and Low Kick respectively:

|         |                                    |
|---------|------------------------------------|
| 001 001 | Unlimited Run                      |
| 002 002 | Weapon Kombat                      |
| 010 010 | Disable Maximum Damage             |
| 012 012 | Noob Saibot                        |
| 020 020 | Red Rain                           |
| 050 050 | Explosive Kombat                   |
| 100 100 | Throwing Disabled                  |
| 110 110 | Maximum Damage and Disabled Throws |
| 111 111 | Free Weapon                        |
| 123 123 | No Power                           |
| 222 222 | Random Weapons                     |
| 321 321 | Big Head mode                      |
| 333 333 | Random Kombat                      |
| 444 444 | Armed and Dangerous                |
| 555 555 | Many Weapons                       |
| 666 666 | Silent Kombat                      |

## Bust-A-Move 2

POSSIBLY THE MOST ADDICTIVE GAME ON THE N64 SO FAR, AND WHO CARES IF it's available on about 37 other formats?

### EXTRA LEVELS

On the title screen tap L, Up, R, Down. If you've entered the code correctly a *Bubble Bobble* baddie will appear on the bottom right of the screen. To access the new levels select puzzle mode, which will have the words 'Another World' underneath.

### HIDDEN CHARACTERS (PUZZLE MODE)

On the Puzzle mode screen before you select your first destination press Left, Left, Up, Down, L, R, L, R, L + R. This accesses a character selection screen allowing you to switch from Bub to Bob or one of the bosses.



## All-Star Baseball '99

THINK THAT AMERICANS WOULD LOOK BETTER IF THEY WERE TOTALLY FLAT WITH huge feet and heads? Or perhaps you'd like to see them abducted by aliens? Then try some of the following cheat codes!

### 2-D PLAYERS

On the main menu enter PRPPAPLYR.

### BIG HEAD MODE

On the main menu enter GOTHILUM.

### TINY BATTER

Leave an open player lot for your team so it appears as 'Empty'. Select 'Home Run Derby', choose the 'Empty' slot and you'll get a player so small he is almost invisible. More time is needed for him to enter the batter's box before the pitcher can throw the ball.

### ALIEN STADIUM AND TEAM

On the main menu enter ATEMYBUICK (a Thomas Dolby reference, no less) as a cheat code and the phrase "Let the abductions begin" will confirm correct code entry. The Alienapolis stadium now be available from the stadium selection screen and the Abductors team will be enabled for that stadium.



## Mike Piazza's Strike Zone

IT'S YET ANOTHER BASEBALL GAME! IF YOU'RE BY NOW TOTALLY BORED OF baseball, then the following selection of codes can be used to liven things up somewhat.

### CHEAT MENU

On the pre-game menu enter L, R, L, R. You'll need to activate this code before any of the others will work.

### BONUS STADIUM

On the pre-game menu enter Right, A, C Up, L, A.

### ALWAYS HIT HOME RUNS

On the pre-game menu enter L, A, Down, Right.

### CRAZY BALL

On the pre-game menu enter C Right, A, Z, B, A, L, L.

### CRAZY PITCHES

On the pre-game menu enter C Right, A, Z, C Up, R, B.

### VARIED PITCHES

On the pre-game menu enter C Right, A, Z, C Up, R, L.

### EASY STEALS

On the pre-game menu enter C Left, A, Down, C Up, Z.

### ALUMINUM BATS

On the pre-game menu enter R, A, Z, B, A, L, L.

### RED BATS

On the pre-game menu enter R, Down, B, A, Right.

### BLUE BATS

On the pre-game menu enter B, L, B, A, Right.

### PSYCHEDELIC BATS

On the pre-game menu enter Z, B, R, A.

### LOW GRAVITY

On the pre-game menu enter Up, R, A, L.

### INCREASED GRAVITY

On the pre-game menu enter Up, Down, L, Up, R.

### FAST GAME

On the pre-game menu enter L, A, Z, R, B, A, L, L.

### SLOW GAME

On the pre-game menu enter Up, L, L, B, A, L, L.

### ALTERNATE SKY

On the pre-game menu enter C Right, A, Z, C Up, L, R, Z.

### BONUS TEAMS

On the pre-game menu enter C Right, A, Down, Left.



### HIDDEN MESSAGE

On the pre-game menu enter C Up, R, B, B.

### VIEW CREDITS

On the pre-game menu enter R, A, Z, R, C Right, A, B.



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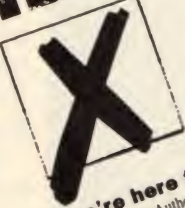
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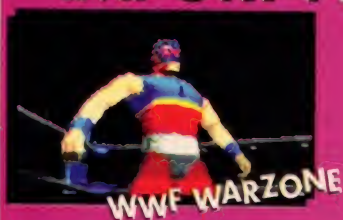




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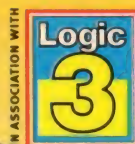
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# 64 ScoreZone

magazine



Compiled by Roy Kimber

72

● Well done to Adam Charlton from Buckden who is this month's winner of the Ultimate Player award with his top times on *Diddy Kong Racing*. A Trident pad and memory card are on the way Adam!

● This month sees the first scores for *Quake 64* – and about time too! We'd also like to thank the reader who suggested in their letter that the ScoreZone might be more accessible if people could send in photos as well as videos – duh, we'd, like, never have thought of that!

## MUG SHOTS

THE BEST OF THE BEST MAY, IF THEY'RE lucky (and photogenic) enough, have the honour of getting their face in the magazine! Send us a snapshot of your grinning mug and who knows, you may end up gurning from our hallowed pages!

## VIDEO STARS!

SENDING US VIDEO PROOF OF YOUR ACHIEVEMENT? OKAY, REMEMBER TO FOLLOW THESE SIMPLE RULES!

- Please list on a sheet of paper, or on the video label, the scores which are on the video.
- Ensure that the video is in the right place, ready to go.
- Put your name on it! (I know this sounds obvious, but we've already had one anonymous entry)

## ENTER THE ZONE!

FOLLOW THESE EASY STEPS FOR ACHIEVING ENTRY TO THE 64 MAGAZINE ANNALS OF FAME:

- Get a top score or time on an N64 game
- Take a photo or a video to record your time
- Send the proof of your prowess to 64 Scorezone, 64 MAGAZINE, Paragon House, St Peter's Road, Bournemouth, BH1 2JS
- Include an SAE if you want your photos/videos back

## DEADLINE DILEMMA!

FOLLOWING A NUMBER OF CONCERNED phone-calls to the 64 MAGAZINE offices, we thought we'd better explain something about our editorial deadlines. Owing to design and printing pressures, by the time you get to read the latest issue of the mag, we're already halfway through writing the next one. If you don't send your scores in immediately, they probably won't make it into the next issue. Rest assured though that your scores *will* get printed (providing they're good enough!) so please don't start phoning up demanding to know why they haven't. We do try to hold ScoreZone back from the printers as late as possible, so we're doing our best!

## THE ULTIMATE PLAYER!

One person each month will be The Chosen One. Chosen, that is, to win themselves a Trident Pad and 256K memory card from Logic 3! The player whose prowess impresses us the most will win themselves the coveted title of Ultimate Player. It could be you – get ready to play!

For non-ultimate players, the Trident Pad costs £19.99 and the 256K memory card costs £6.99. You can call Logic 3 on (0181) 900 0024!



This is the section dedicated to **HARDCORE** gamers – can you **BEAT** the **BEST**?

### Goldeneye

#### FACILITY – 00 LEVEL!

|      |                                  |
|------|----------------------------------|
| 1:12 | Michael Williams, Exeter         |
| 1:17 | Matthys ten Ham, The Netherlands |
| 1:34 | Matthew Stevenson, Dorset        |
| 1:27 | Daniel Svensen, Norway           |
| 1:40 | Nick Trent, 64 Mag!              |

#### BEYELORMYE DAM

|      |                                  |
|------|----------------------------------|
| 0:56 | James Hurst, Surrey              |
| 0:56 | Matthys ten Ham, The Netherlands |
| 0:56 | Richard Lovelock, Newbury        |
| 0:57 | Zack King, Surrey                |
| 0:57 | Michael Williams, Exeter         |

#### FACILITY

|      |                                  |
|------|----------------------------------|
| 0:58 | Matthew Stevenson, Dorset        |
| 1:00 | Michael Williams, Exeter         |
| 1:00 | Richard Lovelock, Newbury        |
| 1:01 | Matthys ten Ham, The Netherlands |
| 1:06 | Danny Dunn, Dorsetshire          |

#### RUNWAY

|      |                                  |
|------|----------------------------------|
| 0:24 | Michael Williams, Exeter         |
| 0:25 | Mike Gorden, Australia           |
| 0:25 | Matthys ten Ham, The Netherlands |
| 0:25 | Sam Doyle, Derbyshire            |
| 0:25 | Alex Follis, Gillingham          |

#### SURFACE 1

|      |                                  |
|------|----------------------------------|
| 1:13 | Matthew Stevenson, Dorset        |
| 1:14 | Michael Williams, Exeter         |
| 1:16 | Matthys ten Ham, The Netherlands |
| 1:18 | David Hanson, Birmingham         |
| 1:32 | Alan Dundas, Arbroath            |

#### BUNKER 1

|      |                                  |
|------|----------------------------------|
| 0:33 | Matthew Stevenson, Dorset        |
| 0:34 | Matthys ten Ham, The Netherlands |
| 0:34 | Michael Williams, Exeter         |
| 0:37 | Richard Lovelock, Newbury        |
| 0:38 | Alan Dundas, Arbroath            |

#### LAUNCH SILO

|      |                                  |
|------|----------------------------------|
| 1:36 | Michael Williams, Exeter         |
| 1:38 | Alan Dundas, Arbroath            |
| 1:37 | Danny Dunn, Boston               |
| 1:38 | Richard Lovelock, Newbury        |
| 1:37 | Matthys ten Ham, The Netherlands |

#### FRIGATE

|      |                                  |
|------|----------------------------------|
| 0:34 | Adam Tucker, Great Yarmouth      |
| 0:35 | Matthys ten Ham, The Netherlands |
| 0:35 | Matthew Stevenson, Dorset        |
| 0:35 | Michael Williams, Exeter         |
| 0:36 | Raymond Burton, Sheffield        |

#### SURFACE 2

|      |                                  |
|------|----------------------------------|
| 1:23 | Matthys ten Ham, The Netherlands |
| 1:24 | Matthew Stevenson, Dorset        |
| 1:27 | Sam Doyle, Derbyshire            |
| 1:27 | Raymond Burton, Sheffield        |
| 1:27 | Michael Williams, Exeter         |

#### BUNKER 2

|      |                                  |
|------|----------------------------------|
| 0:29 | Danny Dunn, Boston               |
| 0:31 | Michael Williams, Exeter         |
| 0:34 | Matthys ten Ham, The Netherlands |
| 0:35 | Heron Laoulanis-Smith, Devon     |
| 0:35 | Matthew Stevenson, Dorset        |

### STATUE PARK

|      |                                  |
|------|----------------------------------|
| 2:41 | Matthys ten Ham, The Netherlands |
| 2:42 | Raymond Burton, Sheffield        |
| 2:44 | David Hanson, Birmingham         |
| 2:45 | Michael Williams, Exeter         |
| 2:48 | Richard Lovelock, Newbury        |

### MILITARY ARCHIVES

|      |                                  |
|------|----------------------------------|
| 0:21 | Michael Williams, Exeter         |
| 0:22 | Matthys ten Ham, The Netherlands |
| 0:23 | Richard Lovelock, Newbury        |
| 0:23 | Sam Doyle, Derbyshire            |
| 0:23 | Adam Tucker, Great Yarmouth      |

### STREETS

|      |                                  |
|------|----------------------------------|
| 1:18 | Matthys ten Ham, The Netherlands |
| 1:19 | Michael Williams, Exeter         |
| 1:20 | Jon Quarrie, Cambridge           |
| 1:23 | Sam Doyle, Derbyshire            |
| 1:23 | David Hanson, Birmingham         |

### DEPOT

|      |                                  |
|------|----------------------------------|
| 0:31 | Michael Williams, Exeter         |
| 0:31 | Richard Lovelock, Newbury        |
| 0:32 | Trev Henderson, Harrogate        |
| 0:32 | Matthys ten Ham, The Netherlands |
| 0:32 | Sam Doyle, Derbyshire            |

### TRAIN

|      |                               |
|------|-------------------------------|
| 0:51 | Matthew Stevenson, Dorset     |
| 0:52 | Michael Williams, Exeter      |
| 1:14 | David Hanson, Birmingham      |
| 3:02 | Raymond Burton, Sheffield     |
| 5:14 | Kevin Seemey, Bury St Edmunds |

### JUNGLE

|      |                           |
|------|---------------------------|
| 1:49 | Matthew Stevenson, Dorset |
| 3:17 | Michael Williams, Exeter  |
| 3:45 | David Hanson, Birmingham  |

### CONTROL CENTRE

|      |                                |
|------|--------------------------------|
| 5:07 | Michael Williams, Exeter       |
| 5:07 | David Hanson, Birmingham       |
| 6:19 | Matthew Stevenson, Dorset      |
| 6:26 | John, UK (that name's it down) |
| 9:03 | Ingrid Gunnarsson, Iceland     |

### WATER CAVERNS

|      |                             |
|------|-----------------------------|
| 0:11 | Michael Williams, Exeter    |
| 1:14 | Matthew Stevenson, Dorset   |
| 1:15 | Richard Lovelock, Newbury   |
| 1:16 | Adam Tucker, Great Yarmouth |
| 1:14 | Danny Dunn, Boston          |

### CRADLE

|      |                             |
|------|-----------------------------|
| 1:08 | Matthew Stevenson, Dorset   |
| 1:09 | Adam Tucker, Great Yarmouth |
| 1:12 | David Hanson, Birmingham    |
| 1:21 | Vincent Hommel, Netherlands |
| 1:23 | James Hurst, Surrey         |

### AZTEC COMPLEX

|      |                           |
|------|---------------------------|
| 4:41 | Michael Williams, Exeter  |
| 5:06 | David Hanson, Birmingham  |
| 5:12 | Matthew Stevenson, Dorset |
| 8:17 | Raymond Burton, Sheffield |

### EGYPTIAN TEMPLE

|      |                             |
|------|-----------------------------|
| 1:01 | Michael Williams, Exeter    |
| 1:02 | Adam Tucker, Great Yarmouth |
| 1:04 | Richard Lovelock, Newbury   |
| 1:05 | Matthew Stevenson, Dorset   |
| 1:07 | Jon Quarrie, Cambridge      |

### Mario 64

2088 coins Ingvar Gunnarsson, Iceland

### Turok Training Level

2:12 Michael Williams, Exeter



## Diddy Kong Racing

### ANCIENT LAKE

00:42:03 Adam Charlton, Buckden  
00:42:54 Stephen Henderson, Upminster  
00:42:65 Thomas Ferrari, Norfolk  
00:44:25 Richard Dunn, Boston  
00:44:86 Mike Brear, Wirral

### FOSSIL CANYON

01:06:66 Adam Charlton, Buckden  
01:10:00 Arthur van Dalen, Netherlands  
01:12:81 Thomas Ferrari, Norfolk  
01:13:73 Danny Dunn, Boston  
01:13:81 R. M. Kamermans, Netherlands

### JUNGLE FALLS

00:43:65 Adam Charlton, Buckden  
00:45:66 Arthur van Dalen, Netherlands  
00:48:45 Richard Dunn, Boston  
00:48:75 Jason B. Warwickshire  
00:48:90 Stephen Henderson, Upminster

### TREASURE CAVES

00:47:71 Arthur van Dalen, Netherlands  
00:49:31 Thomas Ferrari, Norfolk  
00:49:41 Jason B. Warwickshire  
00:50:05 Rob Pierce, Salisbury  
00:50:31 Richard Dunn, Boston

## WINDMILL PLAINS

01:38:45 Adam Charlton, Buckden  
01:52:56 Kevin Seeney, Bury St Edmunds

### HOT TOP VOLCANO

01:18:76 Kevin Seeney, Bury St Edmunds

### WALRUS COVE

01:46:82 Kevin Seeney, Bury St Edmunds

### SPACEDUST ALLEY

01:44:61 Arthur van Dalen, Netherlands  
02:04:21 Matthew Stevenson, Dorset

### DARKMOON CAVERNS

01:50:70 Richard Dunn, Boston  
01:56:60 Kevin Seeney, Bury St Edmunds  
01:58:65 Arthur van Dalen, Netherlands  
02:10:05 Robert Gallagher, Southampton

### SPACEPORT ALPHA

01:44:60 Danny Dunn, Boston  
01:49:40 Arthur van Dalen, Netherlands

### STAR CITY

01:30:90 Danny Dunn, Boston  
01:32:46 Arthur van Dalen, Netherlands  
01:34:88 Stephen Henderson, Upminster  
01:38:31 Kevin Seeney, Bury St Edmunds  
01:50:63 Matthew Stevenson, Dorset

## Chameleon Twist

### JUNGLE LAND

03:15 Robert Gallagher, Southampton  
03:25 Zack King, Surrey

### ANT LAND

09:27 Robert Gallagher, Southampton

## Tetrisphere

### RESCUE

78621700 Barbet Koolmees, Holland  
38034300 Zack King, Surrey

## Fighter's Destiny

### RECORD ATTACK: FASTEST

0:56:39 Tom Cordrey, North Yorkshire

### RECORD ATTACK: RODEO

1:29:58 Tom Cordrey, North Yorkshire

## Shadows of the Empire

### BATTLE OF HOTH

01:43:34 Matthew Stevenson, Dorset  
01:42:27 Hans Lalibee, The Netherlands

### ESCAPE FROM ECHO BASE

01:42:08 Hans Lalibee, The Netherlands  
01:42:40 Matthew Stevenson, Dorset

### THE ASTEROID FIELD

01:42:36 Hans Lalibee, The Netherlands

### MOS EISLEY AND BEGGAR'S CANYON

01:42:02 Matthew Stevenson, Dorset  
01:42:36 Hans Lalibee, The Netherlands

### IMPERIAL FREIGHTER SUPROSA

01:43:13 Hans Lalibee, The Netherlands

### SKYHOOK BATTLE

01:42:35 Matthew Stevenson, Dorset

### XIZOR'S PALACE

01:42:50 Hans Lalibee, The Netherlands

## Quake 64

### MAP 1: THE SLIPGATE COMPLEX

0:30 Michael Williams, Exeter

### MAP 2: CASTLE OF THE DAMNED

0:43 Michael Williams, Exeter

### MAP 3: THE NECROPOLIS

1:14 Michael Williams, Exeter

## Mischief Makers

47 gems Robert Gallagher, Southampton

## Extreme G

### CITY 1

2:05:01 Michael Williams, Exeter  
2:00:08 Hayeb Kamali, Cairo  
2:11:50 David Newson, Cumbria  
2:13:31 David Sney, Hertfordshire  
2:16:28 Michael Cruise, Somerset

### DESERT 1

2:00:08 Michael Williams, Exeter

## Starfox/Lylat Wars

### OVERALL SCORE

3194 kills Andy Robson, Newcastle-Upon-Tyne  
2097 kills Adrian Stead, Hull  
2006 kills Craig Humphrey, Stillford Clays  
2094 kills Taty Luontamäki, Finland  
2054 kills Sam Doyle, Derbyshire

### CORNERIA

282 kills Andy Robson, Newcastle-Upon-Tyne  
282 kills Craig Humphrey, Stillford Clays  
254 kills Adrian Stead, Hull  
240 kills Matthew Kangelidis, Greece  
229 kills Daniel Syversen, Norway

## Mario Kart 64

### LUIGI RACEWAY

01:50:94 Arthur van Dalen, Netherlands  
01:31:30 Taty Luontamäki, Finland  
01:39:64 Richard Dunn, Boston  
01:46:13 Jason Wheatley, Shildon  
01:58:79 Russell Auld, Renfrewshire

### MOO MOO FARM

01:20:33 Alan Dundas, Arbroath  
01:23:05 Danny Dunn, Lincolnshire  
01:46:93 Malthe T. Clausen, Denmark  
01:36:70 Russell Auld, Renfrewshire  
01:30:00 James Allsopp, Derby

### KOOPER TROOPER BEACH

01:30:42 Alan Dundas, Arbroath  
01:23:41 Jason Wheatley, Shildon  
01:40:21 Richard Dunn, Boston  
01:40:52 Rob Pierce, Salisbury  
01:48:40 James Allsopp, Derby

### FRAPPE SNOWLAND

01:25:34 Arthur van Dalen, Netherlands  
01:22:45 Alan Pierre, Salisbury  
01:21:72 Rob Pierce, Salisbury  
01:20:57 Danny Dunn, Boston  
01:39:43 Russell Auld, Renfrewshire

### MARIO RACEWAY

01:54:00 Taty Luontamäki, Finland  
01:46:79 Richard Dunn, Boston  
01:44:00 Matthew Bullman, Castleford  
01:40:57 Daniel Syversen, Norway  
01:31:60 Robert Gallagher, Southampton

### WARIO STADIUM

01:34:74 Danny Dunn, Boston  
01:15:18 James Allsopp, Derby  
01:15:18 Noma Norri, Western Australia  
01:02:64 Kieran Hayes, County Wicklow  
01:04:31 Richard Dunn, Boston

### CHOCO MOUNTAIN

01:16:44 Jiggar Gunnarsson, Iceland

### ROYAL RACEWAY

01:21:75 Jiggar Gunnarsson, Iceland  
01:14:72 Matthew Bullman, Castleford

### KALAMARI DESERT

01:17:20 Alan Dundas, Arbroath

### YOSHI VALLEY

01:15:68 Jiggar Gunnarsson, Iceland  
01:12:89 Matthew Bullman, Castleford

### RAINBOW ROAD

01:15:00 Alan Dundas, Arbroath  
01:12:75 Jiggar Gunnarsson, Iceland  
01:27:04 Matthew Bullman, Castleford

### BANSHEE BOARDWALK

01:47:28 Arthur van Dalen, The Netherlands  
02:02:00 Alan Dundas, Arbroath

### DONKEY KONG'S JUNGLE PARKWAY

01:35:00 Arthur van Dalen, The Netherlands

### SHERBET LAND

01:58:43 Alan Dundas, Arbroath

## Nagano Winter Olympics

### BOBSLEIGH

51:34 Simon Moorhouse, Doncaster  
52:60 Peter Bell, Kent  
53:85 Stu Heath, Kent

### ALPINE SKIING

1:20:13 Simon Moorhouse, Doncaster

### SPEED SKATING 1500M

1:49:98 Joe Hamid, Mitcheldean

### CHAMPIONSHIP SCORE

1338 pts Simon Moorhouse, Doncaster

## Yoshi's Story

29266 Michael Williams, Exeter

## Wave Race

### SUNNY BEACH

1:00:782 Alan Dundas, Arbroath  
1:05:765 Mark Bonnes, East Kilbride  
1:16:144 Danny Dunn, Boston  
1:16:916 Paul Leah, Stockport  
1:19:298 David Newson, Cumbria

### SUNSET BAY

1:03:925 Alan Dundas, Arbroath  
1:11:620 Mark Bonnes, East Kilbride  
1:24:256 Richard Dunn, Boston  
1:24:808 David Newson, Cumbria  
1:27:442 Russell Auld, Renfrewshire

### DRAKE LAKE

1:09:305 Alan Dundas, Arbroath  
1:12:902 Ross McKinstrey, Arbroath  
1:18:954 Mark Bonnes, East Kilbride  
1:25:798 Malthe T. Clausen, Denmark  
1:31:527 Richard Dunn, Boston

### GLACIER COAST

1:29:522 Alan Dundas, Arbroath  
1:36:655 Douglas Bonnes, East Kilbride  
1:50:589 Russell Auld, Renfrewshire  
1:53:442 Sam Clifton, Bucks  
1:57:001 Simon Hanna, Middlesex

### PORT BLUE

1:45:563 Yvo Van Der Smock, Holland  
1:49:224 David Newson, Cumbria

### SOUTHERN ISLAND

1:25:361 Alan Dundas, Arbroath  
1:40:776 Philip Ho, Arbroath

## Snowboard Kids

### ROOKIE MOUNTAIN

0:30:76 Mike Brear, Wirral  
0:31:00 Stephen Henderson, Upminster  
0:31:06 Daniel Syversen, Norway  
0:31:53 Alan Dundas, Arbroath

### BIG SNOWMAN

2:01:76 Mike Brear, Wirral  
2:02:80 Stephen Henderson, Upminster  
2:03:70 Daniel Syversen, Norway  
2:03:76 Alan Dundas, Arbroath

### NIGHT HIGHWAY

1:37:66 Daniel Syversen, Norway

### GRASS VALLEY

1:47:10 Daniel Syversen, Norway

### DIZZY LAND

1:37:53 Daniel Syversen, Norway

### QUICKSAND VALLEY

01:40:50 Daniel Syversen, Norway

### SILVER MOUNTAIN

01:49:96 Daniel Syversen, Norway

### NINJA LAND

0:24:46 Daniel Syversen, Norway  
0:24:60 Mike Brear, Wirral

### ANIMAL LAND TRICK SCORE

5520 Robert Gallagher, Southampton  
2704 Mike Brear, Wirral

## Top Gear Rally

### COASTLINE

02:39:50 Kristoffer Thorbjornsen, Scotland  
03:42:82 Chris Dunn, Boston  
03:50:10 Richard Dunn, Boston  
03:52:42 George Brennan, Ireland  
03:52:90 Kuljit S Athwal, Dundee

### STRIP MINE

02:59:11 Chris Dunn, Boston  
03:07:42 Kristoffer Thorbjornsen, Scotland  
03:37:70 Michael Keenan, Crossgar

### JUNGLE

05:17:98 Chris Dunn, Boston  
05:18:86 Kristoffer Thorbjornsen, Scotland

### YOSHI'S STORY

35998 Richard and Danny Dunn, Boston  
35460 Bonny Quistorff, Copenhagen  
33734 Steven Dijkerman, The Netherlands  
29266 Michael Williams, Exeter  
28290 Jason Wheatley, Shildon



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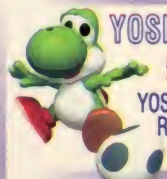
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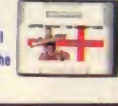
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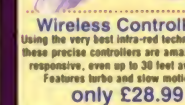
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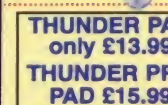


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# QUAKE

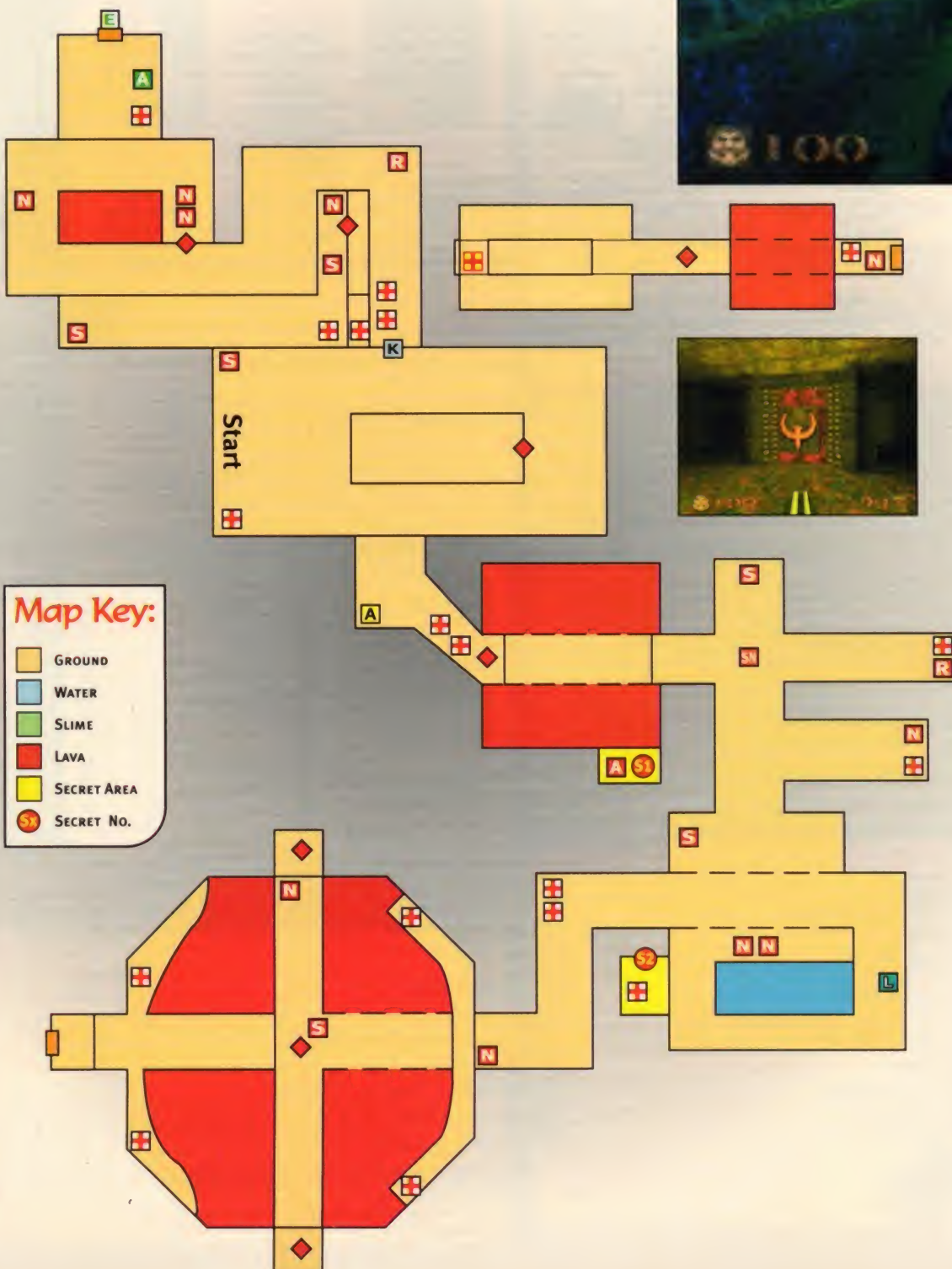


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**Level 15:**  
**The Tomb of Terror**  
**PASSWORD:**  
**5JR4 YLNZ**  
**XGBR DQ57**

## SECRET 2

Enter the dark room with the two Death Knights along the balcony and then jump into the water. Swim to the right to find a Mega Health in the second secret area located just underneath the small flight of stairs.







## SECRET 1

After climbing the stairs rising from the first lava pool, stop at the top and look for a switch high on the right hand wall. Shooting this switch will cause a door to open just above the lava – it contains a portal. Jump into this portal to be transported to the first secret area located on the rafters above. Collect some Red Armour from this area and then drop off the right hand side of the rafters to return to the top of the stairs.



Run up the stairs and turn around to total a Death Knight and an Ogre waiting in the doorway. Follow the passage to the end where you will discover another lava pool, and a floor switch which again causes a bridge to appear. As soon as the bridge is in position, run across as fast as you can and drop into the passage on the other side. Battle with the Death Knight here, then pick up the Silver Rune Key and step into the portal to return to the foot of the stairs. Turn to your left and open the silver door, then backtrack and blast the approaching Fiend. With the him out of your way proceed along the corridor and down the stairs to the very bottom, where you will find a switch on the wall. Activate the switch and then enter the room to your right.

There are lots of unfriendly Ogres waiting here (are there any other kind?), so introduce them to your super nailgun and then collect all the available Power-Ups. Finally, activate the switch on the right hand wall to open the door to the exit and return to the stairs. Climb back up the stairs then explode the Ogre waiting by the exit door. You can now pick up some green armour and jump into the portal to exit this level.

## WALKTHROUGH

Run down the right hand side of the stairs and obliterate the unsuspecting Ogre, then activate the switch behind the staircase. Now return the way you came and splatter a Death Knight approaching from the door in the left hand corner. Pass through the door to the left and stand on the floor switch to raise some stairs to cross the lava. Run up the stairs and splatter the Death Knight waiting at the top, then select your grenade launcher and continue along the corridor.

Blast the Zombies hiding around the corners then pick up the Super

Nailgun and turn to the right. Enter the dark room directly ahead and fight a couple more Death Knights before climbing the stairs and following the balcony around to a lift. Ride the lift up and then turn to your left; you will see a dark corridor filled with more Zombies. Grenade the rotting undead wasters before entering the passage as it is riddled with nail traps, then run to the other end as fast as possible to limit the amount of damage you sustain.

Another Ogre waits at the far end, so give him a taste of your nailgun,

then enter the room ahead. Blast the Scrag floating around the entrance then step onto the floor switch to form a bridge across the lava pool. Walk to the centre of the pool and activate the switch on the floor to raise a bridge leading to the alcove on your right. Run over this new bridge and then activate the floor switch in the alcove, being careful not to be squashed by the spiked ceiling trap. Quickly turn around and slaughter a Death Knight and the pair of Scraggs that have appeared behind you, then run across to the other side of the bridge and carefully activate the floor switch in the alcove there. The final bridge will now be raised and you can cross the lava pool and enter the portal to return to the foot of the stairs where you started.

## Icons Key:

### WEAPONS & AMMO

- DB** Double Barrelled Shotgun
- S** Shotgun Shells
- NG** Nailgun
- SN** Super Nailgun
- N** Nails
- GL** Grenade Launcher
- G** Grenades
- RL** Rocket Launcher
- R** Rockets
- T** Thunderbolt
- C** Cells

### HEALTH & ARMOUR

- H** Health
- M** Mega Health

- A** Green Armour
- Y** Yellow Armour

- A** Red Armour
- BP** Bio Suit
- BS** Back Pack

### MAP FEATURES

- L** Lift
- ◆** Switch
- ⚡** Quake Switch
- ☢** Radioactive Crate
- Gold Door
- Silver Door
- E** Exit

### KEYS

- K** Gold Key
- K** Silver Key
- ⚡** Level 6 Rune Key

### POWER-UPS

- ★** Pentagram of Power
- ⚡** Quad Damage Rune
- Ring Of Shadows





## Level 16: Satan's Dark Delight

**PASSWORD: SCR1 DZCM JJ9Q LYL3**

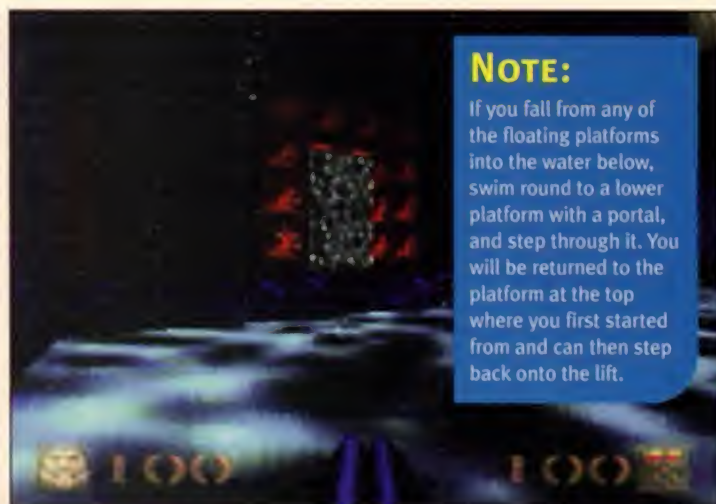
### WALKTHROUGH

Grab your nailgun and perforate the Ogres on either side of your starting position, then run down the slope and into a large open room. Dive into the pool and swim through the underwater tunnel into a large pool on the other side. Sink the Rotfish swimming here, then swim around the pool to locate an opening on the other side. Jump out of the water and

onto a small set of stairs leading upwards, then follow the passage around to the right. Slaughter the Ogre waiting beside the bridge switch, then turn to the right and nail the Ogre waiting on the central platform. Activate the switch on the left hand wall then cross the bridge to the far side, stopping to collect the Rocket Launcher on your way.

### SECRET 1

After popping the two Ogres that jump from the balcony, proceed through the exit door then turn around and shoot the yellow switch underneath the balcony platform. A set of stairs will appear, allowing you to climb up onto the balcony. In this secret area you will find two health power-ups, some rockets and some nails.



### NOTE:

If you fall from any of the floating platforms into the water below, swim round to a lower platform with a portal, and step through it. You will be returned to the platform at the top where you first started from and can then step back onto the lift.

Follow the corridor, then turn to the left and eviscerate the pair of Ogres waiting in the room at the bottom. Enter the room and activate the switch in the right hand corner, then turn around to blast the two additional Ogres approaching from the balcony above. Exit this room via the door to the left and follow the passage around to the central platform.

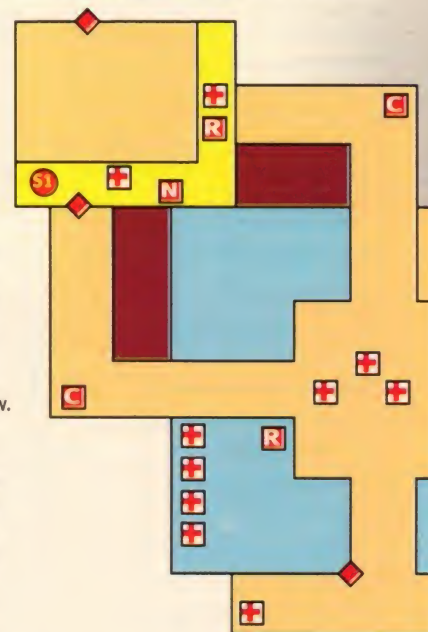
Walk straight through this central area and continue until you reach the far side of the pool. Activate the switch on the left and ride the lift up to the next floor, then walk forwards carefully, watching for an Ogre ambush from behind. Do the biz on this sneaky sod, then peer over the edge at the end and use your rocket launcher to take out the Ogre below. Once the coast is clear carefully step off the ledge and land on the platform below.

Step forwards onto a floating platform and allow it to carry you to the corner opposite, then jump off to do battle with some more unfriendly monsters. Follow the corridor to the end and step into the lift area – this will return you to the platform you started from. Step back onto the floating platform and again travel to the far end of the corridor, but this time stay on the platform and turn to the left.

As the platform moves towards the end of the hall, shoot the button above the door to squash the Ogre underneath, then turn to the right and make the Ogre on the platform below dance in time to your piercing bullets.

Stay on the lift until you are in front of the door with the switch above, then step into this area. Walk through the door to your left and step onto another floating platform the other side. To operate this ferry, turn around

and shoot the button on the floor behind you. Jump off this platform onto another raised ledge and then blast the Ogre and Zombie waiting in the room to your right. When the coast is clear, step onto the next floating platform to be carried over



into the next area, where a lift is waiting to take you to the next floor.

When the lift stops, quickly jump out and do battle with an Ogre and a Fiend before collecting the Power-Ups and heading down the corridor to the left. Blast the Ogre that stands in your way then walk carefully down the slope, ready to battle the Shambler that appears when you reach the bottom. Once the Shambler has shambled his last, you can now jump down to the edge of the lava pool and drop through the hole underneath the slope to finish this level.



## SECRET 4

After defeating the Fiend and the Ogre at the top of the lift, shoot the red light in the right hand corner of the room to open the last hidden door. Turn to your right and walk into this secret area to collect another Pentagram Of Protection.



## SECRET 2

This second secret area becomes accessible the moment you set foot on the platform to the right of the doorway with the switch above. Walk into this bonus area to collect some Nails, Cells, Health, Mega Health, Yellow Armour and a Quad Damage Rune.



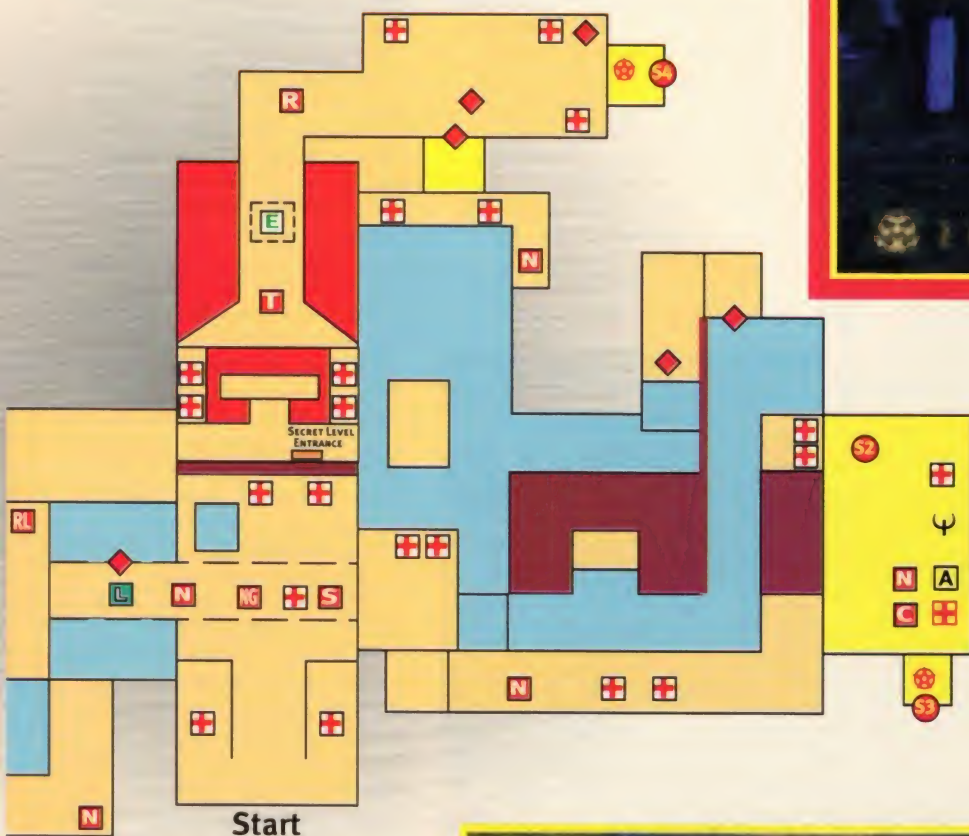
## SECRET 3

While in secret area two, shoot the four coloured lights on the rear wall to open this secret area. Turn to your right and collect a pentagram of protection from inside a small niche in the wall.



## SECRET LEVEL

If you walk around the ledge after you defeat the Shambler, you'll notice a portal on a platform beside the smaller lava pool. Jump down to this platform and step through the portal and you will be transported back to the room where you first started this level. Walk across the balcony and enter the portal above your original start point to be transported to the secret level.





## Level 17: Chambers of Torment

**PASSWORD:**  
**49RX NPDD**  
**M1PH 9MXM**

### WALKTHROUGH

Run straight across the bridge and climb the small flight of stairs into the castle. Burst the Death Knight and the Ogre on the left, then run to grab the ring of the shadows that they were protecting. Continue along the passage into the castle, turning to the left and nailing the oblivious Ogre in your way. Turn left again and take out the two stationary Scraggs ahead of you, then continue along the passage.

Blast the Ogre waiting near the corner, then use your super nailgun to

cut down the Fiend leaping out from behind a hidden panel. Grab the green armour then follow the passage to the right, quickly wasting the Vore before he gets a chance to fire any homing missiles at you.

Continue along the corridor, blasting the two caged Ogres at the end of the hall, then nail the Death Knight approaching from the right. Proceed along the passage that leads to the right, then get medieval on another deadly Vore in the next room. Collect the Nails and Health, then enter the dark area to the right to pick up the Silver Key. As soon as you have collected this key two Ogres will attack you from behind. Blast these two rogues, then head for the silver door.

Open the door and then stand back to eliminate the two Death Knights waiting inside. Now enter the room and descend the stairs, nailing the unsuspecting Fiend at the bottom, then blasting the Scrag floating around behind you. Use your rocket launcher to kill the Ogre on the ledge above you, then enter the room to your left to fight some more Death Knights. When the battle is over, quickly jump into the lift and ride up to the next floor – there is another

Death Knight here so keep your nailgun at the ready.

Follow the corridor along and to the left, exterminating another unfriendly Death Knight and collecting some necessary health and ammunition. Turn the corner to the right and then use your rocket launcher to blast the two Scraggs floating around at the end of the passage. When these enemies are gone, run forwards and drop into the circular room ahead, aiming for the switch just to the left of the central pillar. Stand on the switch to open the door opposite and then exit the room as quickly as possible to minimise the damage taken from the central nailtrap. As soon as you exit the room, the nailtrap will stop and you can concentrate on slaughtering the Ogre down the passage to your left.

Collect some more vital Health and Ammunition before taking a peek at the large lava-filled room to the right. Use the doorway to protect yourself from the bunches of flowers – sorry, homing missiles being fired by the two Vores on the upper bridge, then use your rocket launcher to blast them to pieces. With the Vores out of your way dash across the bridge and into the passage on the other side. Turn to your right and slaughter the approaching Death Knight, then follow the passage around to a long passage guarded by two Scraggs. Remove these floating fools, then walk along the passage and stamp on the floor switches to open the next door. When the third switch has been activated, quickly turn around and splatter the two Ogres that are attacking from your left.

At the end of the passage turn to the right and bifurcate the Ogre and Death Knight on the other side of the lava pool, then step through the door and nail the sneaky Scrag waiting on the ledge. Carefully walk onto the floating platforms to cross to the other side of the pool, then follow the corridor around to the left. Pick up the Gold Key, then turn to the left and hammer the Vore in the passage. Walk



### SECRET 1

After you collect the Silver Key, kill the two Ogres that drop down from the ceiling behind you, then look up. Shoot the switch in the middle of the roof to open a small door in the wall. Climb through this door and along the dark passage to find the first secret area. There is some Health and some Yellow Armour in this area. Further along the passage in another small room is a Quad Damage Rune and some Nails.

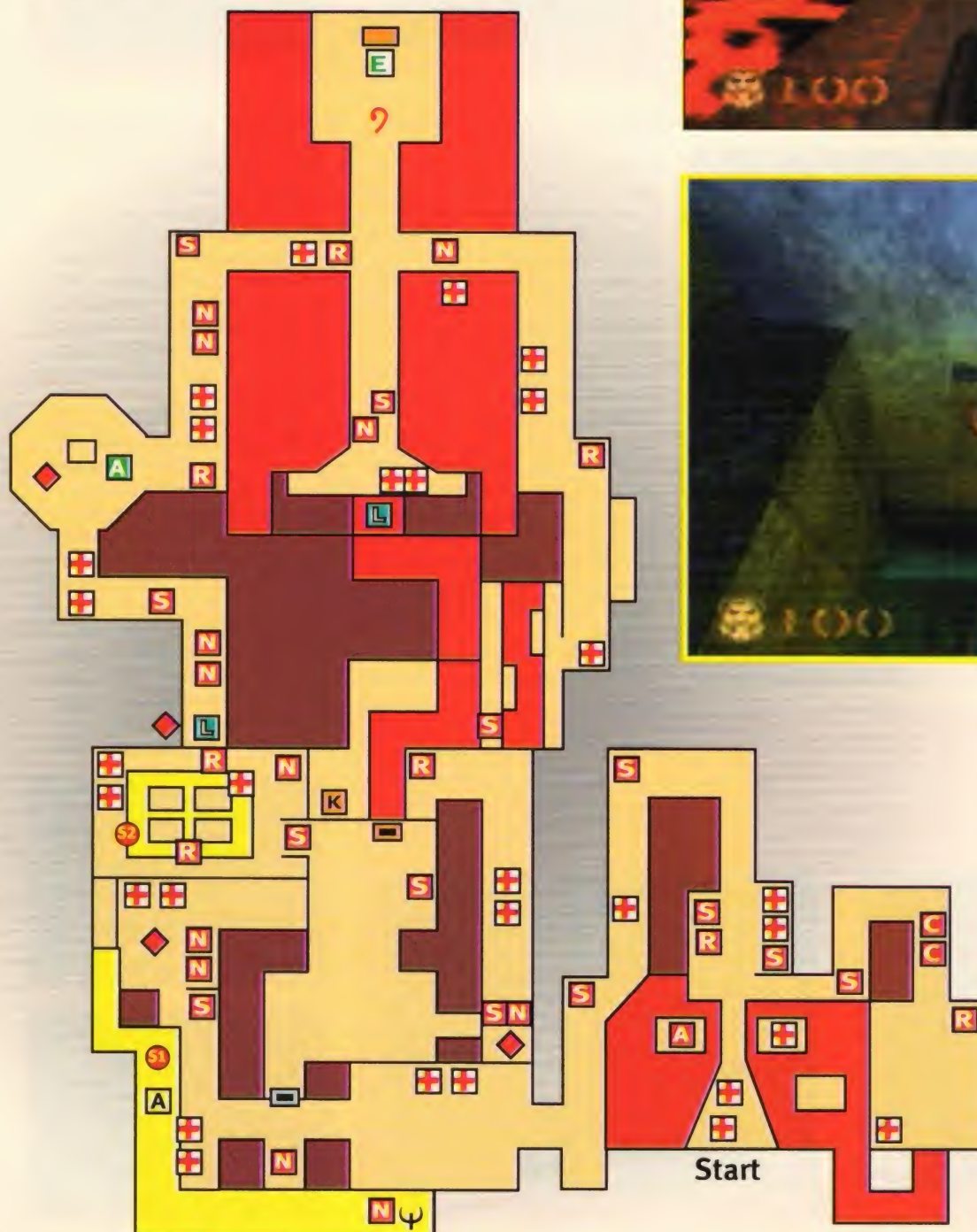




to the passage and open fire on the distant Fiend; he will be dead before he gets anywhere near you. Now wander along the corridor collecting the various power-ups and activate the switch on the end wall. Pass through the door to your right and then head down the stairs to your right and approach the gold door.

Open the gold door and nail the Scrag waiting in the entrance. Follow the passage to the right and then turn to your left to toast another couple of floating Scrag. Continue along the

corridor to the end and then kill the final Scrag around the last bend. Now take the lift up to the final bridge. Collect all the items in the doorway, then make a run for the other side of the bridge. As soon as you cross the centre of the bridge two Fiends will appear, one in front of you and one behind you. Waste the Fiend that's in front of you and run to the far side of the bridge to collect the Rune. Now turn around and shoot the Fiend behind you, then step through the portal to finish this level.



## SECRET 2

When you have killed the Death Knights in the room to the left of the gold door, jump into the lift and travel to the top. Now shoot the switch on the ceiling of the lift shaft to open a door behind you. Stand on the ledge and drop some pineapples on the two helpless Ogres below, then drop into this secret area to pick up some Rockets and some extra Health.







## Level 18: The Haunted Halls

**PASSWORD: o5s4 g4c2 93w3 10tt**

### WALKTHROUGH

Run around the corner to the right and use your rocket launcher to separate the Ogre on the ledge in front of you into his component parts. Unload a grenade at the two Zombies walking towards you, then proceed along the passage and ride the lift up to the next floor.

Walk around the balcony and cross the bridge to open the door, shooting the waiting Fiend before walking through the doorway. Turn to your left and take out the two Ogres and a couple of Zombies in the next small room, then enter the room and activate the switch in the right hand

corner to open the next door. Enter through the door and then cross the bridge and enter the portal – you will be transported to an other area inside the castle.

Turn to the left and follow the passage to the end, then turn left again and throw a few grenades into the hole in the floor. The central lift will hopefully rise with a dead Fiend on top. If not, roll up your sleeves and use your nailgun to finish the job, then step onto the lift in the right hand corner. On the next floor exit the lift and blast the two Ogres approaching from the right, then follow the corridor

## SECRET 3

After activating the switch beside the lava pool, look up to the left and you will see a small quake symbol on the ceiling. Shoot this tiny switch to open a secret area in the wall to your left. Inside this well-hidden secret area you will find a Mega Health, some Yellow Armour and a Quad Damage Rune.



and activate the switch in the lava room. Turn around and re-kill the Zombies behind you, then arm yourself with the rocket launcher and cross the bridge into the Ogre-filled room on the other side. Time for some hardcore slaughter!

When the Ogres are all dead, enter the room and follow the path that heads to the left, then turn to the right and jump onto a lift. On the ledge above collect all the Ammunition and then activate the switch on the wall, before returning to the lift and dropping down to the floor below. Follow the corridor directly in front of you onto a T-shaped bridge above a large lava pool, then shoot the switch on the right hand wall. Nuke the Ogres that appear on either side of you, then throw a few grenades through the hole in the bridge to kill the Vore in the cage below.

Now jump down into the cage, stand on the central switch, and shoot

the switch on the wall, and you will be teleported back onto the bridge. The door on the opposite side of the bridge will now be open, so run forwards and jump the hole in the bridge to follow the passage beyond. Turn right, then left and walk down some stairs into a small room. There are two Death Knights hiding around the corner at the bottom of the stairs; make them into Dead Knights with your super nailgun, then walk into the Nailtrap Hall.

Wait to waste the Ogre who leaps off the ledge to the right, then dash through the deadly traps to the end of the passage. Turn to the right and terminate the nearby Ogre before aiming a few careful rockets at the Vore on the other side of the lava pool. Enter the room and activate the switch in the left hand corner to operate a lift to the right, then aim some rockets at the Ogre and Death Knight on the ledge above your head. When these two enemies have been destroyed, jump onto the lift and ride up to the bridge on the level above. Walk over

## SECRET 4

Stand on top of the bridge across the lava pool and turn to your right. Shoot the Ogre in the cage beside the lava pool, then leap across the pool to land on top of the

Ogre's cage. A hidden door will open in front of you, giving you access to the last secret area on this level. Inside this small passage you will find some nails and a pentagram of protection, then you can exit the area by jumping back down into the Nailtrap Hall.







## SECRET 2

After activating the switch on the balcony, above the Ogre-filled room, drop over the ledge by the lift then turn around to face the lift again. The second secret area is located below this lift, so step onto the lift and then step back quickly once it begins to move. Now drop down the hole underneath the lift and collect a Mega Health from secret area two before stepping into the portal to return to the Ogre room.

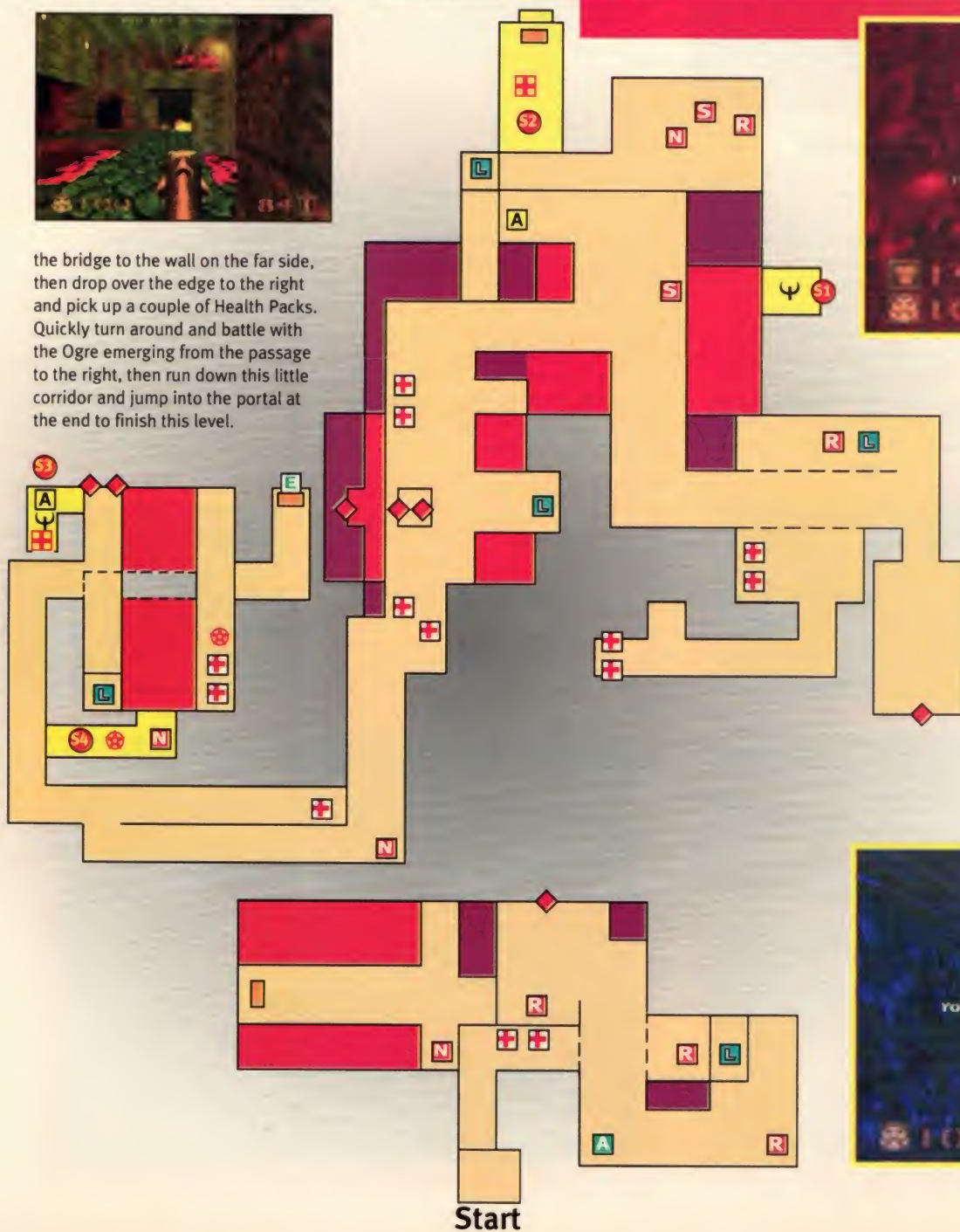


the bridge to the wall on the far side, then drop over the edge to the right and pick up a couple of Health Packs. Quickly turn around and battle with the Ogre emerging from the passage to the right, then run down this little corridor and jump into the portal at the end to finish this level.



## SECRET 1

In the Ogre-filled room with the lava pools around the edge, shoot the vent in the right hand wall to open a hidden niche and operate a small bridge across the lava. Walk across the bridge to collect a quad damage rune from inside the first secret area.







## Level 19: The Tower of Despair

**PASSWORD:**  
41R9 6PFG  
WGBQ 5BCH

### WALKTHROUGH

Drop through the hole in front of you and collect the items in the room below. Exit through the doorway and blast a pair of Knights, then follow the winding passage to the left, splatting the Ogre that stands in your way. Turn to the left and kill another pair of Knights before continuing along the passage and jumping into the pool on the right hand side. Grab your super nailgun and pop the Shambler at the bottom, then use the lift to collect all the power-ups on the ledges above



your head. Exit this area through the door in the left hand corner and follow the corridor to the end.

Around the next corner a Vore is waiting, so throw a few grenades around it, then enter to finish the job. Grab the Quad Damage Rune and disembowel the approaching knights, then proceed along the darkened passage to a T-junction.

Take the path to the left and eliminate the Ogre waiting on the sloped walkway, then blast his mate on top of the ledge at the rear of the room and climb the slope to the top. Turn around and leap onto the small ledge opposite, then turn to the left and climb onto the highest ledge. Sneak through the small passage in front of you and drop down to the

## SECRET 1

Drop through the hole in the floor to the room below, then shoot the glass window to reveal a switch underneath. Activate this switch to open the cages in the corners opposite, then collect a Double-Barrelled Shotgun and some Shells from this secret area.



## SECRET 2

From Secret One, exit through the door and follow the passage to the right. Massacre the two Knights at the end of the corridor, then shoot the wall on the right-hand side to open the second secret area. Inside this small room you can collect some Shells and a Ring of Shadows.





## SECRET 4

After you have activated the dagger switch over the hole in the floor turn and shoot the wall to the right. Pass through this dark passage and drop onto the ledge below, to find the last secret on this level. Here you can find two Health Power-Ups and a pair of gruesome Ogres.



floor to the left of the caged area. Deal with the two Knights around the corner then follow the passage to the end, killing the Ogre who is guarding a dagger shaped switch on the wall.

Activate the switch and enter the small room to the right, then head for

the Silver Key. You will be teleported back to the top of the pool where the Silver Key is located, so pick it up and dive through the portal on the left. Blast the wall directly in front of you and jump into the passage hidden behind. Ride the lift to a small room at



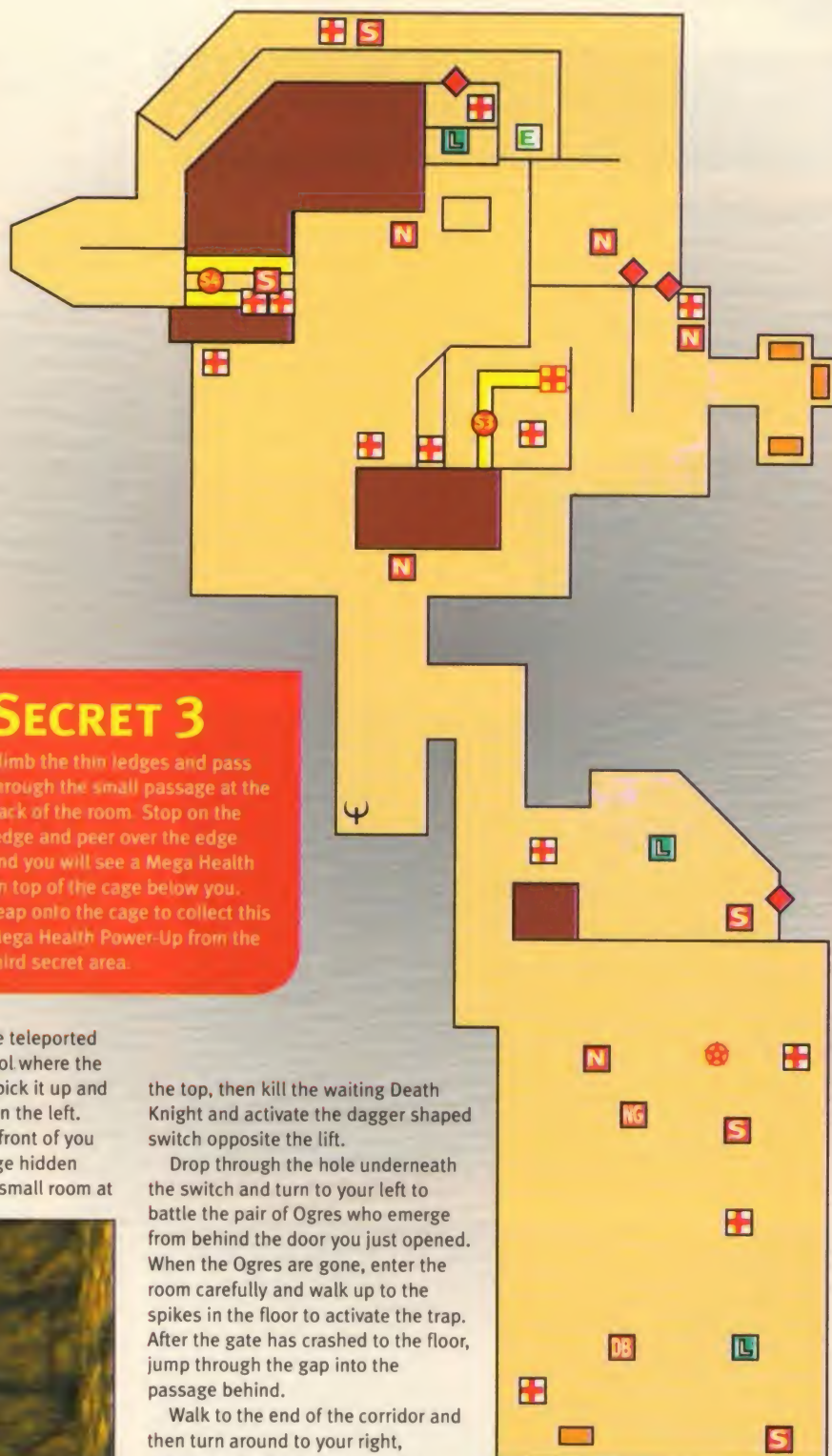
## SECRET 3

Climb the thin ledges and pass through the small passage at the back of the room. Stop on the ledge and peer over the edge and you will see a Mega Health on top of the cage below you. Leap onto the cage to collect this Mega Health Power-Up from the third secret area.

the top, then kill the waiting Death Knight and activate the dagger shaped switch opposite the lift.

Drop through the hole underneath the switch and turn to your left to battle the pair of Ogres who emerge from behind the door you just opened. When the Ogres are gone, enter the room carefully and walk up to the spikes in the floor to activate the trap. After the gate has crashed to the floor, jump through the gap into the passage behind.

Walk to the end of the corridor and then turn around to your right, avoiding the nailtrap on the wall. Proceed to the end of the passage. Carefully walk over the thin bridge and onto a small ledge along the right hand wall. All you need to do now is follow the ledge around and step through the portal around the corner to be teleported to the final room. You can now step through the portal to return to the castle or open the silver door to exit the level.





## Level 20: The Elder God Shrine

**PASSWORD: 4XR4 TP59 X7BQ 3PX7**

### WALKTHROUGH

Select your nailgun and waste the Fiend directly in front of you, then collect the Nails and a Mega Health before shooting the window to open the door behind you. Walk into this square room and head for the door to your right, shooting the pair of Knights standing in the doorway, then

running up the slope to wipe out the Ogre that's firing grenades at you.

Now head back down the slope, run into the small corridor at the back of the room and activate the switch on the rear wall. Proceed around the passage and then flatten the Knights appearing from underneath the slope. Walk into their little hiding place and

activate the switch hidden in the darkness, then exit the room and head for the room to your right again. In the next dark room nail the two Scraggs floating above a small pool, then drop off the ledge and splatter the two Ogres hiding behind you. With all the monsters out of your way, collect the Power-Ups in the Ogres' hole and dive in to the water.

Swim through the underwater passage and you will emerge outside in the cemetery. Grab your grenade launcher and head for the Quad Damage Rune in the far right hand corner, then head to the left to find a Mega Health surrounded by Zombies. Splatter the Zombies and grab the health before heading for the portal in a small passage to your left. As you approach a Fiend will materialise

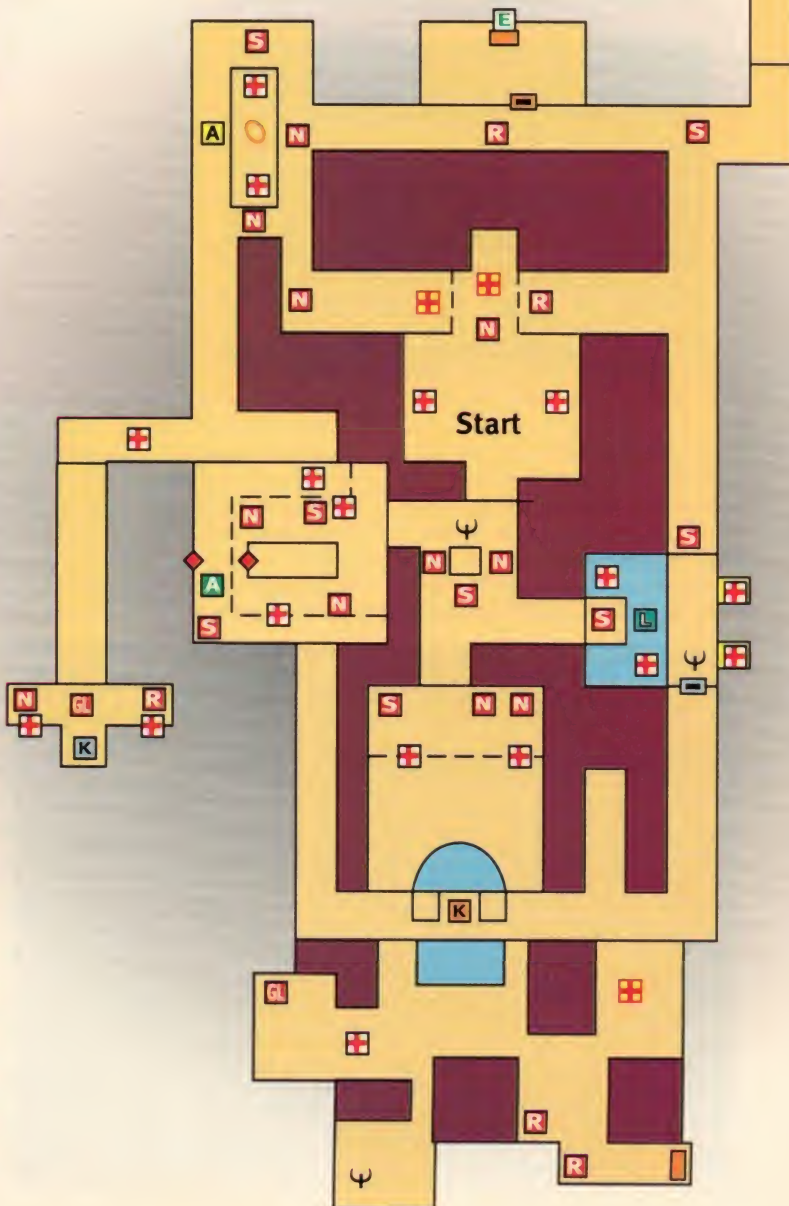
in front of the teleporter – show him how the quad damage works, then jump through the portal. You'll appear in front of another small pool with a couple of Scraggs floating around above you. Blast these two monsters, then dive into the pool and run up the small bank and onto the lift.

Ride the lift up and jump onto the ledge, then walk through the door to your left, ready to nail a Spawn who is waiting in the darkest corner. Continue along the passage to the end and rupture the two Knights hanging about on the corner, then follow the passage to the left. Walk past the gold door and you will arrive at a T-junction, where two Fiends are waiting to ambush you. Use the back track technique to kill these two enemies, then head back to the junction and follow the path to the



### SECRET 1

Jump onto the lift and rise to the ledge beside the silver door. Behind the two yellow posters on the back wall lies the first secret area containing two Health Power-Ups.





## SECRET 2

Stand in front of the gold door and follow the passage to the right. At the end of the passage turn to your left and into a large room, where you will find a switch on the far wall. When you activate this switch, the floor will lower revealing the second secret area below. Blast the waiting Zombies then collect some Armour, Nails, Shells, a Double-Barrelled Shotgun and a Quad Damage Rune.

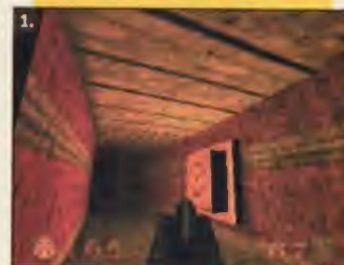


## SECRET LEVEL

To find the secret level, step through the portal on the wall inside the third secret area and you will be warped to this monstrous secret level.



ACTIVATE THIS SWITCH ON THE WALL, THEN LOOK FOR THE SECOND SWITCH HIDDEN IN THE DARK UNDER THE SLOPE.



right. Have your grenade launcher at the ready, then collect the Yellow Armour around the corner and turn to your left. Decompose the Zombies in the hidden room to your left and pick up some Health and a Ring of Shadows to help you to move around un-noticed. Follow the passage to the end, then turn to the right and stop before you run along the red corridor.

As you run down this passage the floor will begin to slide away, revealing a red-hot Dutch – er, lava pool beneath your feet. Run along the right hand wall and then jump over to the ledge in front before the platform beneath your feet disappears completely. Nail the Fiend behind the hidden wall then collect the Silver Key and head back along the red corridor, keeping to the left hand side this time.

At the end of the passage, turn right and right again, and walk onto the balcony of the room with the slope. Run down the slope and nail the Fiend waiting around the corner, then head back to the square room and take the door opposite, riding the lift back up to the silver door.

Pass through the silver door and run along the corridor to the end, then turn to the right and splatter the troop of Knights charging towards you. Run straight along the passage and collect

the Gold Key from on top of a small rise then hack down the trio of Knights in front of you. Keep moving along this passage and you will arrive back at the room with the slope, this time through the door on the other side. Again, proceed down the slope and into the square room, then take

the door almost opposite and ride the lift up towards the silver door. This time turn to the left and follow the passage to the end, then turn to the left again and open the gold door. Kill the Ogres standing just inside the door, then step through the gate to exit this level.

## SECRET 3

This third secret area is extremely well-hidden and is accessed from inside the second secret area. Jump onto the central lift to rise back to the floor above, then jump straight back off and dive through the portal underneath. You will now be teleported into the final secret area where you can collect two Health crates, some Nails, some Rockets and some Red Armour.







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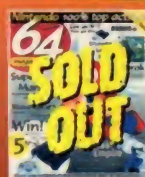
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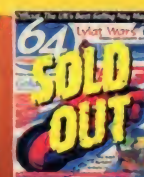
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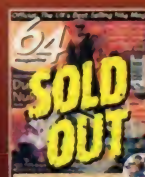
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# 64 NINDEX

magazine

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92

## 1080° SNOWBOARDING

Publisher: Nintendo

Reviewed: Issue 12

Price: Import

80 percent



A very playable and polished snowboarding simulation from the team that created *Wave Race*, with an absolutely superb control method that is probably the most realistic in any sports game ever. The realism and graphical excellence has a price, though; there are only six race courses. However, the stunt modes should help most people get over this.

## AERO FIGHTERS ASSAULT

Publisher: Video System

Reviewed: Issue 15

Price: £59.99

20 percent



A distinctly poor attempt to do an air combat game on the N64, from the makers of *Pilotwings*. Although the planes themselves are well-modelled, the game as a whole is appallingly slow, with massive borders. It also suffers from badly thought out level designs where the bosses can be attacked right from the off, meaning some stages can be over in moments. Complete rubbish.

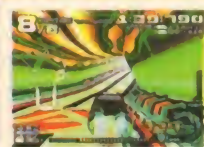
## AERO GAUGE

Publisher: ASCII

Reviewed: Issue 15

Price: £59.99

40 percent



Envious eyes looked upon the PlayStation and the success of Psygnosis's *Wipeout* games. A plan was set in motion – clone *Wipeout* for the N64. The bad news was that the cloning process was faulty, bringing a monster into the world! *Aero Gauge* is a spectacularly bad game – it's grotesquely limited in scope, lacking in speed and has the world's worst pop-up effects.

## AIRBOARDER

Publisher: Human

Reviewed: Issue 14

Price: Import

80 percent



Office – in fact, general – opinion was divided over this game. Either you really like it, or you really hate it. It's definitely one that you should try before you buy. The game itself is a hoverboard sim (if you can simulate something that doesn't exist) played out over a number of bizarre courses. Incrementally addictive or boring as hell? You be the judge.

## ART OF FIGHTING TWIN

Publisher: Culture Brain

Reviewed: Issue 10

Price: Import

72 percent



The N64 has not, to date, been blessed with any beat-'em-ups of the standard of *Street Fighter*, *Tekken* or *Virtua Fighter*. However, *Art Of Fighting Twin* manages to get a few punches in. The 'Twin' part of the name comes from its two modes – normal or super-deformed. Some entertaining battles can be had, though it relies too much on easily-performed super moves.

## AUTOMOBILI LAMBORGHINI

Publisher: THE Games

Reviewed: Issue 8

Price: £54.99

68 percent



Titus's racer tries to give the sensation of head-to-head duelling in expensive supercars, but doesn't quite succeed. There isn't enough of a sensation of speed to make you believe you're really hammering along in a Lamborghini. Having the cars race in a pack rather than being spread out does make things interesting, though, and the four-player mode provides some excitement.

## BIO FREAKS

Publisher: Midway

Reviewed: Issue 15

Price: Import

82 percent



The search for a truly great N64 beat-'em-up is now near an end, with *Bio Freaks* being a massive improvement over all that have gone before it. Although it suffers a little bit from the slightly stop-start gameplay that seems to be a characteristic of Midway fighters, the addition of flight, guns and severed limbs makes *Bio Freaks* a very entertaining (and bloody) experience.

## BLAST CORPS

Publisher: Nintendo

Reviewed: Issue 3

Price: £59.99

80 percent



One of those games that defies categorisation, *Blast Corps* is best described as a combination of racing game and puzzler. A nuclear missile carrier is rolling towards destruction – you have to use a variety of vehicles to clear a safe route for it. It's destruction on a massive scale and good fun, though not that long-lasting unless you're into exploring every square inch.

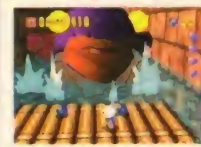
## BOMBERMAN 64

Publisher: Nintendo

Reviewed: Issue 9

Price: £49.99

80 percent



On the SNES, the multi-player game made this a classic. On the N64 the battle mode is a profound flop, but the one-player game almost compensates. *Mario*-style landscapes present puzzles to be solved – not by running and jumping, but with careful placement of bombs! It's a game that grows on you, but it'll never have the appeal of its 16-bit ancestor.

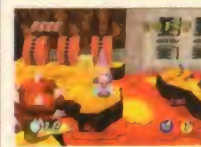
## BOMBERMAN HERO

Publisher: Hudson Soft

Reviewed: Issue 15

Price: Import

52 percent



There's a weird yin-yang karmic balance thing going on with the *Bomberman* games – as Hudson Soft put more effort into the one-player game, the multiplayer side of things gets neglected until we arrive at *Bomberman Hero*, with no multiplayer game at all! What madness is this? Without a battle game to back it up, and with stupidly easy levels, this is a complete waste of time.

## BRAVE SPIRITS WRESTLING

Publisher: Hudson Soft

Reviewed: Issue 12

Price: Import

65 percent



The N64's second wrestling game after *WCW Vs NWO*, and it suffers in comparison. Although the look of the game is a lot clearer, with the wrestlers looking particularly solid, where *Brave Spirits* (or *Tohkon Road*, if you prefer) falls down is in the gameplay, which isn't anywhere near as flowing as *WCW*. The obscure Japanese wrestlers don't help much either!

## BUST-A-MOVE 2

Publisher: Acclaim

Reviewed: Issue 15

Price: £49.99

64 91 percent



Simple graphics. Infuriating chirpy sound. Uncomplicated gameplay. A high price when compared to the identical PlayStation and Saturn versions. So how come *Bust-A-Move 2* got such a high mark? Because it's just insanely playable, that's why! Even as a single-player game it's fun, but get a mate to compete with you in some bubble bursting and you'll never put it down!

## CHAMELEON TWIST

Publisher: Ocean

Reviewed: Issue 10

Price: £59.99

64 percent



One of several *Mario* clones that the N64 has thrown up, the only innovation here being that the central character uses his prehensile tongue to haul himself around and destroy enemies. A stupid camera system which makes it hard to follow the action lets the game down badly, as does its astonishing easiness – the game can be completed in next to no time.



## CLAYFIGHTER 63 1/3

08

Publisher: Interplay

Reviewed: Issue 8

Price: £59.99 percent



Worst game on the N64 without a doubt, and a strong contender for worst game of the decade. Aside from some mildly imaginative 3-D backgrounds, there isn't a single thing about this game that rises above the level of 'abysmal'. Fuzzy, jerky graphics, inept and clumsy controls and the most annoying sound effects since the last Jim Carrey film make this a true curler.

## CRUIS'N USA

22

Publisher: Nintendo

Reviewed: Issue 10

Price: £34.99 percent



One of the N64's earliest games, dredged up for some unaccountable reason nearly 18 months later for a UK release. Even those desperate for new games should avoid this – it might have a very low price for an N64 title, but it's also got a very low quality level! Shockingly inept stuff that makes even *Multi Racing Championship* look like a polished diamond.

## DARK RIFT

47

Publisher: Vic Tokai

Reviewed: Issue 4

Price: £59.99 percent



Blah blah blah dimensional rift. Blah blah blah fighters from all time zones brought together. Blah blah blah battle for ultimate power. A tedious scenario that is perfectly suited to this tedious game. It might have attractive and quite smooth visuals, but the gameplay is both boring and derivative of other, far superior, games. As bland as a meal of Cream Crackers.

## DIDDY KONG RACING

86

Publisher: Rare

Reviewed: Issue 7

Price: £49.99 percent



DIDDY KONG RACING – ANIMALS IN GO-KARTS. EITHER AN INSANE FEVER DREAM, OR A CORPORATE HOSPITALITY EVENING.

Putting Nintendo's own *Super Mario Kart* to shame, Rare's huge racing-slash-exploration game provides some genuinely stunning visuals, great multi-player action and challenging tracks. Even when you've completed it there are still more secret levels to discover! If you can live with the over-cutesy characters, this is the one racing game that you really need to have.

## DOOM 64

70

Publisher: GT Interactive

Reviewed: Issue 1

Price: £59.99 percent



Not a bad attempt to update the classic-but-elderly PC game, with all-new levels and redesigned monsters to annihilate in an orgy of blood and guts. Although it's been outclassed by *Goldeneye*, the no-nonsense gameplay of *Doom* should still have appeal for those who want their killing sprees unencumbered by the need for any troublesome thought or subtlety.

## DORAEMON

30

Publisher: Epoch

Reviewed: Issue 3

Price: Import percent



The first attempt to copy *Mario 64*, which is... well, a copy of *Mario 64*, only with the (very) slight difference that you can choose between five characters with marginally different abilities. Well, woo-hoo. There's lots of Japanese text so puzzle solving becomes a matter of trial and error, but since the puzzles are so straightforward it's really just a trial.

## DUAL HEROES

20

Publisher: Hudson Soft

Reviewed: Issue 9

Price: Import percent



Even the N64's staunchest supporter will admit that in the field of fighting games it comes absolutely bottom of the world, and *Dual Heroes* just rubs it in with sandpaper. Any beat-'em-up that requires absolutely no skill whatsoever to defeat is not going to hold the interest, and the colour scheme the game uses is like being stabbed in the eye.

## DUKE NUKEM 64

84

Publisher: GT Interactive

Reviewed: Issue 7

Price: £59.99 percent



DUKE NUKEM 64 – THE RATTLE OF SUBMACHINE GUNS, THE SCREAMS OF THE DYING, THE SMELL OF CORDITE. AHH, BLISS.

The gravel-larynxed hero of the PC sticks his Docs onto the N64, with creditable effect. Although *Duke Nukem 64* looks rougher around the edges than *Goldeneye*, it boasts more levels and a refreshingly lax attitude to collateral damage. Despite it being an 18 certificate, Nintendo have nevertheless insisted on cuts (no more booze or nekkid babes), but it's still entertaining.

## EXTREME G

80

Publisher: Acclaim

Reviewed: Issue 7

Price: £49.99 percent



Take on a trackful of hi-tech bikers in this dementedly fast futuristic racer. An array of weapons and the option to have up to four players compete on either the rollercoaster racetracks or the confined battle arenas adds to the fun. Probe Software's attempt to out-*Wipeout* *Wipeout* does a fine job, although some of the twisting courses do involve more luck than skill.

## F1 POLE POSITION

63

Publisher: Ubi Soft

Reviewed: Issue 6

Price: £59.99 percent



Return to the ancient days of 1996, when Damon Hill actually stood a chance of winning races, in this Formula One simulator. It's actually a slightly improved version of the Japanese *Human Grand Prix*, but some of the fundamental problems of the original – like unrealistic car handling and a lack of believable crashes – still remain, hampering enjoyment.

## FIFA 64

20

Publisher: EA Sports

Reviewed: Issue 2

Price: £29.99 percent



Hhhhuurkhhh-ptuii! Footballers are well known for their gobbing – the chances are they're thrutching their phlegm at this. *FIFA 64* is a truly horrible football game, as thrilling as the Chelsea Pensioners' Sunday League and as realistic as William Shatner's hair. Even wholesale price cutting couldn't help it. Luckily, the sequel is a drastically better proposition.

## FIFA: ROAD TO WORLD CUP '98

80

Publisher: EA Sports

Reviewed: Issue 9

Price: £59.99 percent



A vastly improved follow-up to *FIFA 64*, *FIFA '98* remembers to include little game-enhancing things like realism and playability. The players now respond to your actions, for a start. A hugely comprehensive management option makes this the definitive choice for budding Glenn Hoddles, though in terms of gameplay *ISS 64* still just slots the winner home.



## FORSAKEN

Publisher: Acclaim

Reviewed: Issue 14

Price: £59.99

64

93

percent



FORSAKEN – DIVEST YOURSELF OF SURPLUS BODY PARTS WITH A LITTLE HELP FROM YOUR FRIENDS.

Iguana UK's debut N64 game is a genuine smash – a first-person blaster that both looks spectacular and offers lots of challenge. As a futuristic bounty hunter, you've been commissioned to rid the Earth of its evil robot overlords, which involves you wasting every single one of them. Personally. Great gameplay, intelligent enemies and a violent deathmatch game – what more could you ask for?

## HEXEN

Publisher: GT Interactive

Reviewed: Issue 5

Price: £59.99

30

percent



A *Dungeons & Dragons*-style take on *Doom*, though unlike *Doom 64*, *Hexen* hasn't been updated from its PC roots. This means blocky graphics, an abundance of nasty brown textures making everything blend together on screen and no real thrills. Play the four-player game and you'll think someone's rubbed Bisto into your eyeballs, such is the fuzzy brown-ness.

## FIGHTER'S DESTINY

Publisher: Ocean

Reviewed: Issue 11

Price: £54.99

80

percent



The N64 finally gets itself a decent beat-'em-up – it only took, what, 18 months? It's very much like Sega's *Virtua Fighter* in terms of play, though that's not such a bad thing as *VF* is one of the best fighters around. While the graphics aren't anything special, the depth and range of moves more than makes up for this shortfall. This is the one N64 fighter you really should own.

## THE GLORY OF ST ANDREWS

Publisher: Seta

Reviewed: Issue 3

Price: Import

10

percent



Golf, as has been noted in the past, is a good walk spoiled. This game, on the other hand, is good silicon wasted. *St Andrews* is a truly pathetic piece of simulation, featuring a St Vitus control method and fairways that look as much like the real St Andrews as they do the surface of the Moon. Brucie and Tarby would turn in their graves if they were dead.

## G.A.S.P!! FIGHTERS' NEXTREAM

Publisher: Konami

Reviewed: Issue 13

Price: Import

70

percent



Fighting action with a novel twist – you get to design your own characters! A fighter creation option adds interest to Konami's beat-'em-up hopeful, but unluckily the gameplay at the core of *GASP* is lacking. The fighters aren't all that responsive, and their movement is often jerky. All in all, *GASP* has some good ideas, but it's let down by rather clumsy execution.

## GOLDENEYE

Publisher: Nintendo

Reviewed: Issue 5

Price: £49.99

95

percent



GOLDENEYE – TAKE SHARPE OFF THE SCREENS FOREVER BY THROWING SEAN BEAN FROM A RADIO TELESCOPE.

Best game on the N64 and quite possibly one of the best videogames of all time. Rare's stunning James Bond game is a winner whether you play in the one-player adventure game or the friendship-wrecking multi-player deathmatch. If you own an N64, then you just have to have this game or else face social ostracisation and the taunts of small children in the street.

## ISS 64

Publisher: Konami

Reviewed: Issue 3

Price: £39.99

64

93

percent



ISS 64 – THE FOOTBALL GAME THAT'S ACTUALLY BETTER THAN THE REAL THING. DODGY MEAT PIES NOT INCLUDED.

Still the best football game around on any system, though a World Cup edition is apparently due later in the year. Footie purists maintain the Japanese original – *J-League Perfect Striker* – is slightly better, but *ISS 64* is the ultimate example of the Beautiful Game. Another essential purchase – and it's now at a low price! Buy it now – why are you waiting?

## I-LEAGUE DYNAMITE SOCCER

Publisher: Imagineer

Reviewed: Issue 6

Price: Import

44

percent



The word 'average' could have been coined with this game in mind. Although in some ways it looks similar to *ISS 64*, it suffers badly from a lack of variety in the kicks and tricks its players can perform, and it's also a real task trying to keep track of which player you're controlling. Not bad, not good, not really worth even thinking about when there's *ISS* instead.

## JEOPARDY!

Publisher: Take 2

Reviewed: Issue 14

Price: Import

30

percent



Answer: abysmal, appalling, a travesty of videogame programming, major league suckage, more pants than Marks & Sparks. Question: what is *Jeopardy!*? This N64 conversion of a quiz show that nobody in Britain has ever seen (with good reason) is truly ghastly; useless visuals, America-only questions and all the appeal of a herpes sore. If you see it, warn the authorities!

## JOHN MADDEN 64

Publisher: EA Sports

Reviewed: Issue 8

Price: £59.99

76

percent



Gridiron action as approved by the portly syrup-sporter of yore. Released at the same time as Acclaim's *Quarterback Club*, *Madden* plays in much the same way (as you'd expect of an American football game). The AI of the players is slightly better in *Madden*, but it doesn't have *QBC's* showy high-res graphics, so there's very little to choose between the two.

## KILLER INSTINCT GOLD

Publisher: Nintendo

Reviewed: Issue 3

Price: £59.99

70

percent



Beat-'em-up action for caffeine addicts and speed freaks; *KI Gold* is fast and frantic (often ludicrously so), but relies too much on mad button hammering in place of skill, whatever the *KI* combo bores may tell you. The use of 2-D characters on 3-D backgrounds now looks a little dated, especially when compared to games like *Mace* or *Art Of Fighting Twin*.



## LYLAT WARS/STARFOX 64

88

Publisher: Nintendo

Reviewed: Issue 5

Price: £59.99

percent



One of Nintendo's updates of past Super NES glories, which provides a dazzling showcase for the N64's graphical abilities over 16 varied and beautifully realised worlds. If there's a problem with *Lylat Wars* (apart from the duff UK title) it's that it is a bit on the easy side – seeing even the hardest worlds isn't that much of a task once you know how to reach them.

## MACE: THE DARK AGE

70

Publisher: GT Interactive

Reviewed: Issue 7

Price: £59.99

percent



A conversion of an arcade machine that provides some reasonable hack 'n' slash action as a bunch of medieval fighters – big musclebound hunks and over-inflated babes for whom clothes are an irrelevance – whack away at each other with big swords. There's enough here to keep beat-'em-up fans occupied for a while, though it still doesn't offer much long-term appeal.

## MARIO KART 64

78

Publisher: Nintendo

Reviewed: Issue 3

Price: £49.99

percent



Something of a disappointment, considering how good its Super NES forebear was. *Mario Kart 64* is fun at first, but the computer-controlled players cheat to an obscene degree (no matter how fast you are, they always catch up in moments) and some of the tracks provide nothing but irritation instead of challenge. Still good for multi-player racing, though!

## MISCHIEF MAKERS

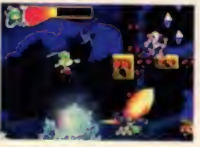
82

Publisher: Nintendo

Reviewed: Issue 7

Price: £49.99

percent



Strangeness ahoj in this 2-D platformer, which crams in more variety and imaginative tricks than any of its 3-D contemporaries. You control Marina the green-haired robot maid in her constant efforts to rescue her lecherous and imbecilic master from the clutches of an evil empire of mournful aliens. Weird, yes, but compulsive, if maybe a little easy.

## MK MYTHOLOGIES: SUB-ZERO

46

Publisher: GT Interactive

Reviewed: Issue 9

Price: £59.99

percent



If you're turned on by the idea of making jump after jump after jump over perilous ledges using a poorly thought-out control method, with some ketchup-splattering combat thrown in, you'll love *MK Mythologies*. People with a frustration threshold less than the Dalai Lama might not take so kindly to it, though. Still, some people prefer *Mortal Kombat* to *Street Fighter* – horse, there's a course.

## MORTAL KOMBAT TRILOGY

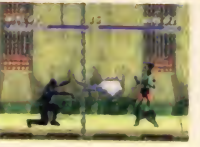
32

Publisher: GT Interactive

Reviewed: Issue 3

Price: £59.99

percent



Three blood-soaked games in one! And all of them of the same ropy quality. If you're the kind of person whose life won't be complete until you've seen every silly fatality, babality and animality in the *Mortal Kombat* series, then you should get this game. And a life. The gameplay of the *MK* franchise hasn't advanced since *MK2* in 1994, and it definitely shows.

## MULTI RACING CHAMPIONSHIP

52

Publisher: Ocean

Reviewed: Issue 5

Price: £59.99

percent



A ponderous and unexciting attempt to bring rallycross to the N64. *MRC* is lacking in speed (generally considered to be a major ingredient in a racing game) and takes a good kicking on the difficulty front by being way too easy. The limited number of tracks (a mere three, not counting the usual mirror options) gives it the lifespan of a gnat. One of the cars is unbeatable, as well – why?

## MYSTICAL NINJA STARRING GOEMON

85

Publisher: Konami

Reviewed: Issue 13

Price: £59.99

percent



An English translation of *Ganbare Goemon*, and one that makes a dramatic improvement to the game's playability. Actually knowing what you're supposed to do next, instead of just wandering around until you stumble upon a new item or location, transforms an amusing but irksome title into a very entertaining adventure. The N64's first RPG, and not before time!

## NAGANO WINTER OLYMPICS

65

Publisher: Konami

Reviewed: Issue 10

Price: £59.99

percent



Wintery action from the Land of the Constantly Extinguishing Olympic Torch. Konami's attempt to simulate the Olympiad is a brave effort, but let down by a couple of sub-par events. The variety on sports on offer (from downhill skiing to – yes! – curling, which is more fun than it sounds) does help out, and it's a hell of a lot more realistic than the 'robots on ice' PlayStation version!

## NBA COURTSIDE

85

Publisher: Nintendo

Reviewed: Issue 14

Price: Import

percent



Featuring the endorsement of basketball sensation Kobe Bryant, the first game for Nintendo's new Nintendo Sports label is easily the best basketball sim on the machine, not that the competition is all that dazzling. However, like 1080° *Snowboarding*, Nintendo's other recent sports sim, *Courtside* is oddly lacking in 'soul', for want of a better word – it's competent, but somehow mechanical.

## NBA HANGTIME

45

Publisher: GT Interactive

Reviewed: Issue 5

Price: £59.99

percent



Wobbly-skulled giants trudge around the court in this silly basketball game where a 'create player' option lets you play as a pig, which seems somehow fitting. It's all stupid super-moves, 50 foot leaps and exploding baskets, rather than anything resembling a real sport. Those who enjoyed *Batman And Robin* might consider it "awesome", which says it all!

## NBA PRO '98

70

Publisher: Konami

Reviewed: Issue 12

Price: £59.99

percent



Although it's outmatched by Nintendo's *NBA Courtside*, *NBA Pro '98* still offers some fun – that is, if you can get over the fact that the graphics are fuzzier than a police station. This does bring down the game's appeal quite a bit, but if you're prepared to persevere some ball-bouncing entertainment can be had, especially if you can drum up three other people to play against.

## NFL QUARTERBACK CLUB '98

80

Publisher: Acclaim

Reviewed: Issue 7

Price: £59.99

percent



Acclaim's high-resolution rival to EA Sports' *John Madden 64*, with the benefit of an official NFL licence. *QBC* certainly beats *Madden* on presentation and glitz; as far as the gameplay goes, there's very little to distinguish the two. The choice is between much better graphics or slightly better player intelligence – judging from international sales, people prefer the former.

## NHL BREAKAWAY '98

85

Publisher: Acclaim

Reviewed: Issue 12

Price: £59.99

percent



The team that produced the high-resolution *NFL Quarterback Club* strike again, with this medium-res (but still crystal clear) ice hockey title that manages to beat the *Wayne Gretzky* series at its own game. It's a great multi-player challenge, and the sharpness of the visuals makes the action a lot easier to follow than it is in any of the *Gretzky* games. Worth getting.



## OLYMPIC HOCKEY '98

Publisher: Midway

Reviewed: Issue 12

Price: Import

70  
percent



Hurried out in order to cash in on the excitement festival that was the Nagano Olympics, *Olympic Hockey '98* is nothing more than *Wayne Gretzky '98* in new national kit, and actually has fewer teams than its predecessor. If you have either of the previous *Gretzky* games, there's no point whatsoever getting this unless you are an ice hockey fetishist.

## PILOTWINGS 64

Publisher: Nintendo

Reviewed: Issue 1

Price: £59.99

74  
percent



A game that splits the office to this day. One camp argues that the ability to more or less set your own agenda provides near-infinite replay value. The other camp maintains that there isn't any real objective and that you just waft about over pretty landscapes. Since a member of the latter group edits the mag, guess which viewpoint is represented here?

## PUYO PUYO SUN 64

Publisher: Compile

Reviewed: Issue 8

Price: Import

87  
percent



If it looks like something from the Sega Mega Drive, then that's because it pretty much is. The *Puyo Puyo* games have been around for years, and have changed very little along the way. Luckily, they don't need stunning graphics, because this is a game where gameplay is all. Great fun to play alone, supremely addictive against a friend – campaign for an official release now!

## QUAKE

Publisher: GT Interactive

Reviewed: Issue 13

Price: £59.99

88  
percent



A massive hit on the PC, *Quake* comes to the N64 with improved graphics and a fair smattering of gore, but sadly its deathmatch option is only for two players, as opposed to the benchmark-setting *Goldeneye*'s four. This does ultimately reduce its longevity, but all the same the one-player game is still a lot of aggressive fun. Kill ogres! Shoot dogs! Brutalise demons!

## RAMPAGE

Publisher: GT Interactive

Reviewed: Issue 13

Price: £59.99

80  
percent



An arcade conversion with an unusual three-player mode, in which you take on the stamping form of one of three movie-style monsters and run around wrecking cities and eating people. This kind of action is fun for a while, and spotting all the amusing little touches in the game keeps you entertained, but the infinite credits mean it's got very little lasting value.

## ROBOTRON 64

Publisher: Crave Entertainment

Reviewed: Issue 11

Price: Import

81  
percent



Okay, so on paper it looks crap – an update of an ancient arcade game with weedy graphics and extremely repetitive gameplay that involves ceaseless shooting with nary a break. But in play it's absolutely brilliant, a non-stop, sweat-squirting, adrenaline gland-popping orgy of relentless destruction that reminds you what videogames are all about. Top!

## SAN FRANCISCO RUSH

Publisher: GT Interactive

Reviewed: Issue 9

Price: £59.99

70  
percent



The streets of San Francisco have never been more dangerous! Racing up the hills and round the twisting corners of the city on the bay is entertaining, although the control method could stand a lot of improvement. However, it's the hidden depth of *SF Rush* (you can explore for miles off the track to find hidden keys that unlock secrets) that keeps it interesting.

## SHADOWS OF THE EMPIRE

Publisher: Nintendo

Reviewed: Issue 1

Price: £59.99

58  
percent



A decidedly dodgy *Star Wars* cash-in that was hugely over-rated when it was first released because of N64 euphoria. Time hasn't treated *Shadows* kindly, though – it's a kind of third-rate *Tomb Raider* meets *Starfox*, with some very lumpen subgames that should have had their throats crushed at birth. "Do, or do not," said Yoda. This one does not.

## SIM CITY 2000

Publisher: Imagineer

Reviewed: Issue 12

Price: Import

60  
percent



This conversion of the creaky old PC game is a bit of an oddity, because the mouse-based control of the original isn't really suited to a console. Imagineer give it their best though, and if you've played the original and know what you're supposed to do (everything's in Japanese), some urban amusement can be had, though it's lacking in excitement and feels very dated.

## SNOWBOARD KIDS

Publisher: Atlas

Reviewed: Issue 11

Price: £39.99

83  
percent



SNOWBOARD KIDS – IT'S CHEESY, IT'S KIDDIE, AND IT'S ACTUALLY MORE FUN THAN 1080° SNOWBOARDING, SO NUR.

A surprisingly enjoyable little game, which for a while supplanted *Goldeneye* as the office after-hours four-player game of choice. Unlike the 17 million other N64 snowboarding games on the way, *Snowboard Kids* plays for laughs, and is all the better for it. One of the courses doesn't even have any snow on it, fer chrissakes! Good, clean, wholesome entertainment.

## SUPER MARIO 64

Publisher: Nintendo

Reviewed: Issue 1

Price: £49.99

64  
92  
percent



The N64's very first game, and the one that made people take out second mortgages to pay for the then-£250 console. It's still a great game even today, though its original wow-factor has been diminished enormously by everyone else getting aboard the 3-D bandwagon. This shouldn't deter you from buying it, as it's great (if over-cutesy) fun.

## TAMAGOTCHI WORLD

Publisher: Bandal

Reviewed: Issue 11

Price: Import

66  
percent



Weirdness overload as the bleeping keyring creatures that were last year's fad make it to the N64 in the form of an electronic board game. The winner is the first person whose Tamagotchi reaches adulthood, helped along by a series of subgames. It's quite good fun, but there is a lot of Japanese text, and the subgames aren't nearly as frequent as they should be.

## TETRISPHERE

Publisher: Nintendo

Reviewed: Issue 10

Price: £39.99

70  
percent



*Tetris* with balls, if you will. This update of the classic Game Boy puzzler takes place on the surface of a spinning globe, inside which is trapped a robot, but the idea is still the same – group blocks to make them disappear before they stack up and overwhelm you. The UK release is excellent value, and there are plenty of gameplay options to maintain interest.



## TOP GEAR RALLY

85

Publisher: THE Games

Reviewed: Issue 7

Price: £54.99

percent



TOP GEAR RALLY - NO, THE CARS DON'T ACTUALLY HAVE VTOL CAPABILITIES, IT ONLY LOOKS THAT WAY.

Top Gear Rally is the most realistic racer on the N64 so far, and a respectable rival for the likes of *Sega Rally*. It boasts five large courses with variable weather conditions, and car handling that is as near as you can get to reality when you're steering with a plastic mushroom. Plus you get to drive around in a milk float, if you really want to!

## WCW VS NWO WORLD TOUR

83

Publisher: THQ

Reviewed: Issue 9

Price: £54.99

percent



Surprise number one: THQ came up with an excellent N64 debut game. Surprise number two: it's wrestling! *WCW VS NWO* provides something no other fighting game has managed - full-on four player foul play, with loads of famous faces from the OTT world of American wrestling. Good enough to appeal to non-fans of the 'sport', which is something in itself!

## WHEEL OF FORTUNE

30

Publisher: Gametek

Reviewed: Issue 10

Price: Import

percent



Sans Bradley Walsh (yay!), sans Jenny Powell's legs and cleavage (boo!), this is the American version of the gameshow for numbskulls. Although it features the N64's first in-game video footage (hostess Vanna White babbling on inanely in a small video window), the questions are far too American-oriented and insanely literal for UK players to get to grips with.

## TUROK: DINOSAUR HUNTER

70

Publisher: Acclaim

Reviewed: Issue 2

Price: £39.99

percent



Now at a new low price, *Turok* is much better value, though in terms of playability it is nowhere near the level of *Goldeneye*. Still, that shouldn't deter fans of bloody slaughter as the titular Indian takes on armies of thugs armed with only his trusty bow, arrow and nuclear accelerator. If Mario's sugary antics aren't for you, *Turok*'s the man. Well, him and Duke.

## WILD CHOPPERS

70

Publisher: Seta

Reviewed: Issue 9

Price: Import

percent



A sort of 3-D version of the old *Desert Strike* games, Seta's whirlybird wig-out offers some short-term fun, but is hampered by a fairly limited number of missions and an effective but hard-to-learn control method. It also has a rather glacial pace, like all-out war in a bowl of half-set jelly. As the only game of its type, it might be worth a look for frustrated Kilgores.

## WAVE RACE 64

83

Publisher: Nintendo

Reviewed: Issue 1

Price: £59.99

percent



An exemplary jetski simulation, which laughs so much at games like the PlayStation's *Rapid Racer* that it vomits over them. When it comes to watersports (no, not that sort), *Wave Race* is the only place you should look. There aren't all that many courses to race upon, but those that there are are tricky enough to challenge the skills of even the most hyped-up gamer.

## WAYNE GRETZKY'S 3-D HOCKEY

78

Publisher: GT Interactive

Reviewed: Issue 5

Price: £59.99

percent



The first and until recently the only ice hockey game on the N64, *Wayne Gretzky's 3-D Hockey* won fans because of its bone-crunching gameplay and its excellent use of the Nintendo analogue controller. Up to four people can take part in this top-notch simulation of frosty mayhem - the only stumbling block is that nobody over here watches ice hockey!

## WAYNE GRETZKY'S 3-D HOCKEY '98

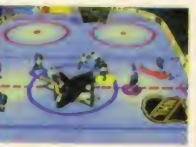
78

Publisher: Midway

Reviewed: Issue 10

Price: Import

percent



The sequel to *Wayne Gretzky's 3-D Hockey*, and a game whose title must have kept the best brains of Midway in the States occupied for literally nanoseconds. It maintains the same excellent gameplay of its predecessor, but unfortunately fails to improve on it in any way. The only differences come in updated player stats and teams, so it's one for ice hockey completists only.

## WORLD SOCCER 3

86

Publisher: Konami

Reviewed: Issue 9

Price: Import

percent



An update of Konami's classic *J-League Perfect Striker*, which gives Japanese players the chance to use the same international teams that featured in *ISS 64*. The consensus was that it wasn't really an improvement over either game, though that didn't stop the Paragon footie contingent laying claim to it and a Japanese N64 every night after work.

## WAR GODS

40

Publisher: GT Interactive

Reviewed: Issue 6

Price: £59.99

percent



For quite some time, *War Gods* was used as a benchmark for beat-'em-up awfulness. Then along came *ClayFighter*, and suddenly *War Gods* seemed like *Street Fighter* in comparison. That still doesn't mean that this clomping, inadvertently comedic testbed for *Mortal Kombat 4* is worth getting, though. Unless you like fighters who mince about like John Inman.

## YOSHI'S STORY

79

Publisher: Nintendo

Reviewed: Issue 10

Price: Import

percent



A surprising let-down from Nintendo, perhaps because of the minimal involvement of game guru Shigeru Miyamoto. *Yoshi's Story* is amazing to look at, simple to play... and obscenely, laughably easy to complete. The Western version has been tweaked very slightly with an extra ending for those dedicated enough to complete the game collecting only melons, but apart from that it's the same.



N64 Next issue

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## Audit Bureau of Circulations

### Editor

Andy McDermott  
64mag@paragon.co.uk

### Managing Editor

Damian Butt  
gecko@paragon.co.uk

### Staff Writer

Roy 'Dr Destructo' Kimber  
royk@paragon.co.uk

### Art Editor

Nick Trent  
enty@paragon.co.uk

### Production Editor

Louise Wells  
louise@paragon.co.uk

### Contributors

Stuart Wynne, Ryan Butt, Russell Murray,  
Stuart Taylor, Loz Cooper

### Online Editor

Stuart Wynne  
ssw@paragon.co.uk

### Advertising Manager

Michael Halton  
(01202 200224)  
advertising@paragon.co.uk

### Advertising Sales

Daniel Russell  
danruss@paragon.co.uk

### Advertising Production

Dave Osborne, Jo James,  
Dani Schofield, Angela Derbyshire

### Senior Production Manager

Jane Hawkins (janeh@paragon.co.uk)

### Systems Manager

Alan Russell (sysop@paragon.co.uk)

### Bureau Manager

Chris Rees

### Art Director

Mark Kendrick

### International Account Executive

Catherine Blackman

Tel: +44 (0)1202 200205

Fax: +44 (0)1202 200235

### Sales Director

Trevor Bedford (trevorb@paragon.co.uk)

### Joint Managing Directors

Di Bedford (dibedford@paragon.co.uk)  
Richard Monteiro (richardm@paragon.co.uk)

### Special thanks to:

Department 1: (0171) 916 8440

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Skill Academy: (0181) 567 9174

The Joypad: (01202) 311611

Simon@Rare, Mark@LucasArts, Simon@Acclaim,  
Assam@THQ, Michel@Briston, Chris@Fire

### Subscriptions

Andy Youngs (andy@paragon.co.uk)

Tel: +44 (0)1202 200200

Fax: +44 (0)1202 299955

email: subs@paragon.co.uk

<http://64magazine.subs.net>

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Dead pool this issue: Deadlines, whoever decides that all the  
good TV shows have to finish for the summer, Wimbledon for  
being utterly tedious and replacing Spice: 1999.

We're giving away the  
ultimate *Banjo-  
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would normally go for  
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yours absolutely free  
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It's here at last! First review of  
Nintendo's sci-fi racer!

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Full review: has it been worth the wait?

## BODY HARVEST

Behind the scenes with the bug hunters!

## TUROC 2

Why the dinosaurs became extinct! We've  
got the game that's going to make  
everything else look prehistoric!

**Reviewed:** *Iggy's Reckin' Balls*, *WWF Warzone*,  
*Chopper Attack*, *Off-Road Challenge*, *Cruis'n*  
*World*, *Flying Dragon Twin*, *Rakuga Kids*, *Star*  
*Soldier*, *Super Robot Spirits*, plus anything else  
we can fit in our cartridge slot!



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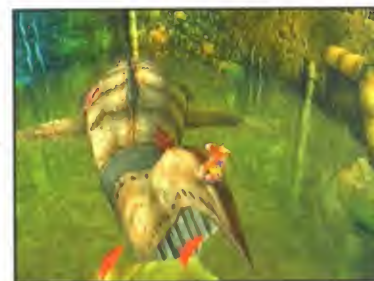
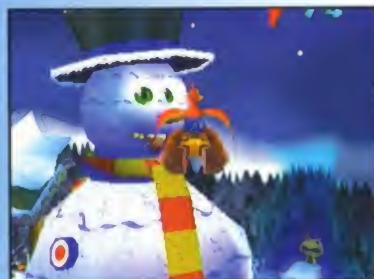


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# ULTIMATE CHEATS

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03

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**COMPILED BY:** Roy Kimber  
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05





## 1080° SNOWBOARDING

### TRANSPARENT BOARDER

Complete Expert mode, then select Akari Hayami, hold C Left, and press A on his statistics screen.

### GOLD BOARDER

Enable the transparent character and finish Expert mode with him, then select Kensuke Kimachi, hold C Up, and press A on his statistics screen.

### PANDA

Come first in All Time Attack and Trick Attack modes. Select Rob, hold C Right, and press A on his statistics screen.

### DEADLY FALL

Select Match Race and finish all courses in Expert mode.

### DRAGON CAVE

Select Match Race and finish all courses in Hard mode.





## PENGUIN SNOWBOARD

Perform all 24 tricks in Training mode, then highlight the Tahoe 151 board on the snowboard selection screen, hold C Down, and press A. To perform all the tricks in Training mode with ease, enter Training mode with any character and perform some easy tricks, turning them red on the trick list. When you find a trick that's too difficult, select the trick list and choose an easy trick that you can do. Perform the easy trick and while you are still in the air tap C Right to switch back to the trick list. Then select the difficult trick and continue with the game. Land safely and the game will be fooled into thinking that you did the difficult trick!

## AERO FIGHTERS ASSAULT

### ACCESS F-15 AND MAO-MAO

Wait until the 'Press Start' message pops up on the screen, then push C Left, C Down, C Right, C Up, C Left, C Right and C Down.

### PLAY AS SPANKY

This is fairly straightforward, you just need to complete all the bonus missions and Spanky will be yours to command!

### PLAY AS BAD GUYS IN DEATHMATCH

For each level you complete in the normal game, you'll gain one enemy plane for use in deathmatch mode, up to a total of six.

### CHANGE COLOURS

Pressing R on the select aircraft screen in all the modes but deathmatch will give your plane a facelift. In deathmatch mode, you will need to hold down R and select one of the four default aircraft.





# AERO GAUGE

## TURBO START

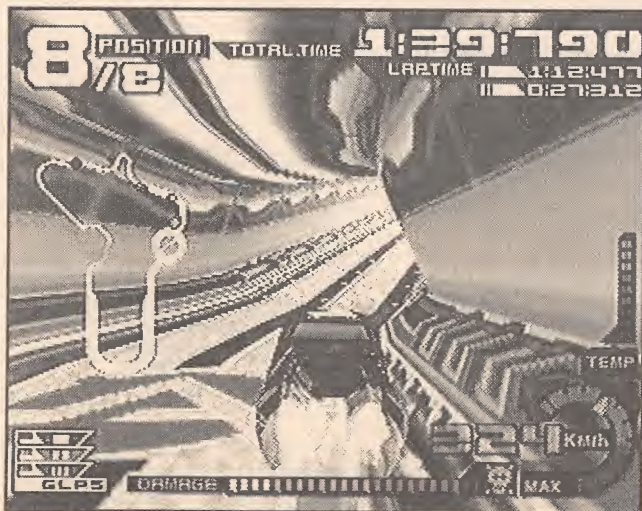
Hold A and B while you're waiting at the start, then release B after the announcer says "Ready!" to get a much-needed turbo start.

## TURBO

If you need extra speed in the race, hold down A to accelerate, make a hard turn in either direction while holding Z, then release both buttons. If you've got your timing right and haven't sent your car into a wall, you'll get a burst of extra speed. You can keep using the turbo until the temperature gauge rises too high.

## SECRET CARS AND TRACKS

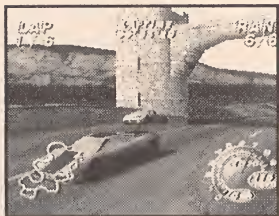
When the start screen appears, on Controller 2 push and hold Up on the d-pad, then press R, L, Z and C Down simultaneously. You should now be able to play with extra vehicles on a new track.





## AUTOMOBILI LAMBORGHINI MIRROR TRACKS

To access the reversed tracks, finish the championship mode on both Novice and Expert difficulty.



## HIDDEN CARS

**Bugatti EB110** – finish championship mode on Novice.

**Ferrari F50** – finish championship mode on Expert.

**Ferrari Testarosa** – finish the Basic arcade mode on Novice.

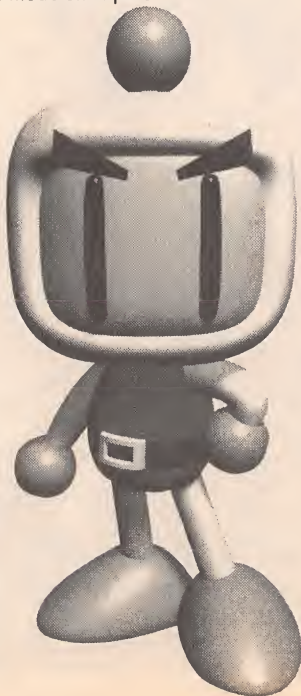
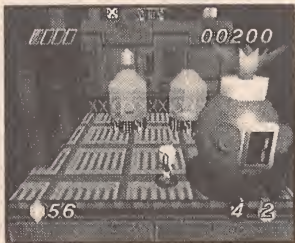
**Porsche 959** – finish the Basic arcade mode on Expert.

**Vector** – finish the Pro arcade mode on Novice.

**Dodge Viper** – finish the Pro arcade mode on Expert.

## BAKU BOMBERMAN SECRET LEVELS

On the very remote offchance that you've got a special Hudson controller, you can use it to access four secret battle levels. On the title screen, set the pad's Slow Switch to position Hu and wait until you hear a sound telling you the cheat has worked.



09



# BANJO-KAZOOIE

According to Rare, there are about 100 different codes that can be put into the game! Here are two to get you started.

## 100 RED FEATHERS

To double Kazooie's flying time, go to the word puzzle room in Treasure Trove Cove (inside the sandcastle) and spell out the word REDFEATHERS.

## 200 EGGS

To give Kazooie double the ammo, go to the word puzzle room in Treadure Trove Cove and spell out the word BLUEEGGS.





## BIO FREAKS

### ONE HIT FATALITIES

#### **Minatek**

Move in close and press Towards, Away, C Left + C Down.

#### **Zipperhead**

Towards, Away, Away + C Right. The first time you'll take one arm off, the second time the other arm. Finally move in close to take off the head.

#### **Ssapo**

Move in close and press Towards, Away, Away + C Up + C Right.

#### **PsyClown**

Move in close and press Towards, Away, Away + C Left + C Down.

#### **Sabotage**

Towards, Away, Away + C Up. The first time you'll take one arm off, then the other arm. Finally move to about three steps away and take off the head.

#### **BullzEye**

Move in close and press Towards, Away, Away + C Up.

#### **Delta**

Move in close and press Towards, Away, Away + C Down

#### **Purge**

Away, Towards, Towards + C Up + C Right.

### TAUNT

To taunt your opponent hold C Left and C Right.

### FIRST-PERSON PERSPECTIVE

During a fight hold Away on the control pad and press Start. To switch back hold Down on the control pad and press Start.





## BLAST CORPS (US)

### DEADLY DOORS!

Just drive your vehicle right alongside a building and use the Z button. Normally this would make your driver get out, but if the door is blocked he'll just shout at you. Keep holding the Z button, and a few moments later the obstruction will magically explode!

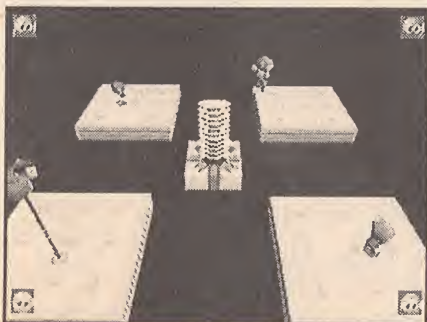
## BOMBERMAN 64 (US)

On the game selection screen, repeatedly press the Start button quickly until a chime sounds. Alternatively if your controller has got a slow-mo button then use it instead. Next, select Battle mode and you should find that four new battle levels have been enabled.

## CHAMELEON TWIST

### FIGHT LEVEL BOSSES

Pick up 20 crowns on each level and a box marked with a question mark will pop up on the level selection screen. This option will let you take on any of the level bosses without needing to play through the level each time. The markings on the door let you know which boss you are about to fight.



### INFINITE HEALTH

If you're running low on health then follow these simple steps to gain infinite health!

1. Save the game to one of the data slots.
2. Exit the game.
3. Load the game and have full energy.



## CLAYFIGHTER 63 $\frac{1}{3}$

### CHEAT MODE

On the character selection screen, hold L and press Up, Right, Left, Down, B, A. The options screen should now display a cheat selection option.

### FIGHT AS DR KILN

On the character selection screen hold L and press B, Left, Up, Right, Down, A.

### FIGHT AS SUMO SANTA

On the character selection screen, hold L and press A, Down, Right, Up, Left, B.

### FIGHT AS BOOGERMAN

On the character selection screen hold L and press C Up, C Right, C Left, C Down, B, A.

### FIGHT AS A RANDOM CHARACTER

On the character selection screen, hold L and R.

13





## CRUIS'N USA

### HIDDEN CARS

Change the cars into three new ones with the following. On the car select screen, press and hold C Up, C Left, C Down. You can now select the three new vehicles – police car, jeep and school bus.

### DECAPITATED HEAD

Get a hot time and after inputting your initials, move the list to the bottom and wait for over 30 seconds. After this, a severed head will appear on the conveyor belt. This means more cheats are now available.

### FLASHING LIGHTS

To turn on the sirens and lights on the police car and school bus, perform the head trick above and then during the race, press the brake and accelerate repeatedly.

### SPEED-UP

During a race (and after you've already done the severed head trick) press brake, brake, accelerate, brake and accelerate. This gives you a speed boost.

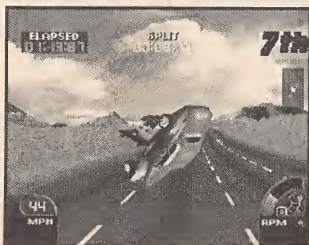
### ACCESS NEW LEVELS

On the course select screen, hold down the following button combos:

**Golden Gate Park** – C Left, C Down and L.

**Indiana** – Yellow top, C Right and L.

**San Francisco** – C Right, C Down and L.





## DARK RIFT

### PLAY AS BOSSES

Enter the following codes on the title screen to access the two hidden boss characters:

#### Sonork

L, R, C Up, C Down, C Left, C Right

#### Demitron

A, B, R, L, C Down, C Up



### VIEW ALL ENDINGS

Want to view each character's ending without the hassle of having to play through the entire game? Then enter these codes on the title screen:

#### Aaron

Up, C Left, R, Right, Down, R, R, C Left

#### Demonica

Up, C Left, R, Right, Down, R, R, C Up

#### Demitron

Up, C Left, R, Right, Down, L, L, C Down

#### Eve

Up, C Left, R, Right, Down, R, R, C Right

#### Gore

Up, C Left, R, Right, Down, R, R, C Down

#### Morphix

Up, C Left, R, Right, Down, R, R, B

#### Niiki

Up, C Left, R, Right, Down, R, R, A

#### Scarlet

Up, C Left, R, Right, Down, L, L, C Left

#### Sonork

Up, C Left, R, Right, Down, L, L, C Up

#### Zenmuron

Up, C Left, R, Right, Down, L, L, C Right



## DIDDY KONG RACING



Enter the codes below on the Magic Codes screen for various helpful (and not so helpful) effects. Once the codes have been entered, they can be turned on or off by accessing the 'code list' screen. Some of them will work in adventure mode, others will only have an effect in tracks mode.

### MAGIC CODES

**JOINTVENTURE** – Co-operative two-player Adventure mode

**DOUBLEVISION** – Everyone can select the same player

**FREEFORALL** – Maximum power up on pickups

**FREEFRUIT** – Start race with ten bananas

**VITAMINB** – No limit to number of banana power-ups

**ZAPTHEZIPPERS** – Remove zippers from the track

**NOYELLOWSTUFF** – No bananas on track

**BYEBYEBALLOONS** – No balloons (ie: weapons) on track

**TIMETOLOSE** – Ultimate AI characters

**BOGUSBANANAS** – Bananas reduce speed instead of boosting it

**BODYARMOR** – All balloons are yellow shield balloons

**ROCKETFUEL** – All balloons are blue boost balloons

**BOMBSAWAY** – All balloons are red rocket balloons

**OPPOSITESATTRACT** – All balloons are magnetic rainbow balloons

**TOXICOFFENDER** – All balloons are green drop-behind balloons

**ARNOLD** – Larger characters

**TEENYWEENIES** – Smaller characters

**OFFROAD** – Four-wheel drive for more speed on rough terrain

**BLABBERMOUTH** – Instead of horn, characters burble incoherently

**JUKEBOX** – Music menu

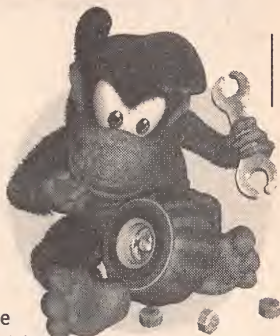
**WHODIDTHIS** – View the credits without completing the game



# Ultimate Cheats

## PLAY AS DRUMSTICK

To access the cartoon characters' fastest racer, you'll first need to get all the amulet pieces from both amulets *and* the four gold trophies. Then return to the central area where all the frogs are and look for the little green fellow sporting some red feathers. Run him over to enable Drumstick.



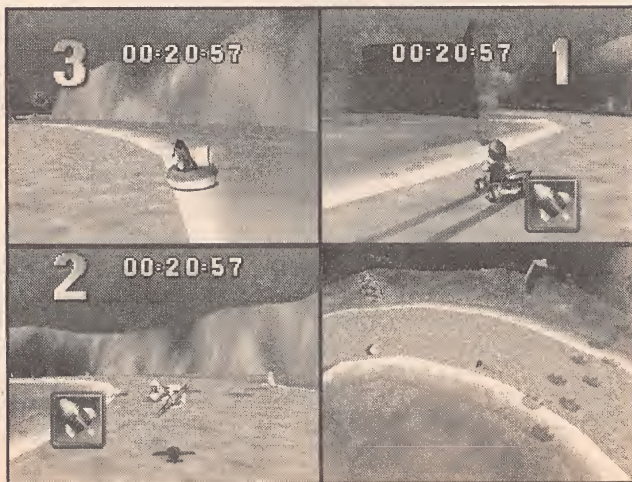
## PLAY AS TT

You'll need to beat the small clock-like fellow in every race on time-trial mode. You'll know whether you've done it because you'll see his ghost as you race, and if you do it he'll tell you to 'try the next race'. Beat all TT's times, and you'll be able to play as him! Oh, and it's not at all easy...

## TURBO START

Press and hold the accelerator as the words "Get Ready" fade out. If you want a super turbo, which jets you away in a blast of blue flame, press the button a fraction of a second before the words fade entirely.

17





# DOOM 64

## LEVEL CODES BE GENTLE!

Level 02: CDP8 9BJ2 68ZT SVK?  
Level 03: CXM8 9BJY 681T JVK?  
Level 04: DDK8 9BJT 683S 9VK?  
Level 05: DXH8 9BJP 685S 1VK?  
Level 06: FDF8 9BJK 687S SVK?  
Level 07: FXC8 9BJF 689S JVK?  
Level 08: GD?8 9BC? 69BR ?BK?  
Level 09: GX88 9BC6 69DR 2BK?  
Level 10: HD68 9BC2 69GR TBK?  
Level 11: HX48 9BCY 69JR KBK?  
Level 12: JD28 9BCT 69LQ ?BK?  
Level 13: JX08 9BCP 69NQ 2BK?  
Level 14: KDY8 9BCK 69QQ TBK?  
Level 15: KXW8 9BCF 69SQ KBK?  
Level 16: LFT8 9BB? 69VP ?VK?  
Level 17: LYR8 9BB6 69XP 2VK?  
Level 18: MFP8 9BB2 69ZP TVK?  
Level 19: MYM8 9BBY 691P KVK?  
Level 20: NFK8 9BBT 693N ?VK?  
Level 21: NYH8 9BBP 695N 2VK?  
Level 22: PFF8 9BBK 697N TVK?  
Level 23: PYC8 9BBF 699N KVK?  
Level 24: QF?8 9BF? 6?BM ?BK?  
Level 25: QY88 9BF6 6?DM 2BK?  
Level 26: RF68 9BF2 6?GM TBK?  
Level 27: RY48 9BFY 6?JM KBK?  
Level 28: SF28 9BFT 6?LL ?BK?  
Level 29: SY08 9BFP 6?NL 2BK?  
Level 30: TFY8 9BFK 6?QL TBK?  
Level 31: TYW8 9BFF 6?SL KBK?  
Level 32: VBT8 9BD? 6?VK 9VK?



## BRING IT ON!

Level 02: CJPR 9BJ1 68Z? QVK?  
Level 03: C1MR 9BJX 681? GVK?  
Level 04: DJKR 9BJS 6839 7VK?  
Level 05: D1HR 9BJN 6859 ZVK?  
Level 06: FJFR 9BJJ 6879 QVK?  
Level 07: F1CR 9BJD 6899 GVK?  
Level 08: GJ?R 9BC9 69B8 8BK?  
Level 09: G18R 9BC5 69D8 oBK?  
Level 10: HJ6R 9BC1 69G8 RBK?  
Level 11: H14R 9BCX 69J8 HBK?  
Level 12: JJ2R 9BCS 69L7 8BK?  
Level 13: J10R 9BCN 69N7 oBK?  
Level 14: KJYR 9BCJ 69Q7 RBK?  
Level 15: K1WR 9BCD 69S7 HBK?  
Level 16: LKTR 9BB9 69V6 8VK?  
Level 17: L2RR 9BB5 69X6 oVK?  
Level 18: MKPR 9BB1 69Z6 RVK?  
Level 19: M2MR 9BBX 6916 HVK?  
Level 20: NKKR 9BBS 6935 8VK?  
Level 21: N2HR 9BBN 6955 oVK?  
Level 22: PKFR 9BBJ 6975 RVK?  
Level 23: P2CR 9BBD 6995 HVK?  
Level 24: QK?R 9BF9 6?B4 8BK?  
Level 25: Q28R 9BF5 6?D4 oBK?  
Level 26: RK6R 9BF1 6?G4 RBK?  
Level 27: R24R 9BFX 6?J4 HBK?  
Level 28: SK2R 9BFS 6?L3 8BK?  
Level 29: S2oR 9BFN 6?N3 oBK?  
Level 30: TKYR 9BFJ 6?Q3 RBK?  
Level 31: T2WR 9BFD 6?S3 HBK?  
Level 32: VGTR 9BD9 6?V2 7VK?



## I OWN DOOM!

Level 02: CNN8 9BJo 68oT NVK?  
Level 03: C5L8 9BJW 682T DVK?  
Level 04: DNJ8 9BJR 684S 5VK?  
Level 05: D5G8 9BJM 686S XVK?  
Level 06: FND8 9BJH 688S NVK?  
Level 07: F5B8 9BJC 68?S DVK?  
Level 08: GN98 9BC8 69CR 6BK?  
Level 09: G578 9BC4 69FR YBK?  
Level 10: HN58 9BCo 69HR PBK?  
Level 11: H538 9BCW 69KR FBK?  
Level 12: JN18 9BCR 69MQ 6BK?  
Level 13: J5Z8 9BCM 69PQ YBK?  
Level 14: KNX8 9BCH 69RQ PBK?  
Level 15: K5V8 9BCC 69TQ FBK?  
Level 16: LPS8 9BB8 69WP 6VK?  
Level 17: L6Q8 9BB4 69YP YVK?  
Level 18: MPN8 9BBo 69oP PVK?  
Level 19: M6L8 9BBW 692P FVK?  
Level 20: NPJ8 9BBR 694N 6VK?  
Level 21: N6G8 9BBM 696N YVK?  
Level 22: PPD8 9BBH 698N PVK?  
Level 23: P6B8 9BBC 69?N FVK?  
Level 24: QP98 9BF8 6?CM 6BK?  
Level 25: Q678 9BF4 6?FM YBK?  
Level 26: RP58 9BFo 6?HM PBK?  
Level 27: R638 9BFW 6?KM FBK?  
Level 28: SP18 9BFR 6?ML 6BK?  
Level 29: S6Z8 9BFM 6?PL YBK?  
Level 30: TPX8 9BFH 6?RL PBK?  
Level 31: T6V8 9BFC 6?TL FBK?  
Level 32: VLS8 9BD8 6?WK 5VK?



## WATCH ME DIE!

Level 02: CSNR 9BJZ 680? LVK?  
Level 03: C9LR 9BJV 682? BVK?  
Level 04: DSJR 9BJQ 6849 3VK?  
Level 05: D9GR 9BJL 6869 VVK?  
Level 06: FSDR 9BJG 6889 LVK?  
Level 07: F9BR 9BJB 68?9 BVK?  
Level 08: GS9R 9BC7 69C8 4BK?  
Level 09: G97R 9BC3 69F8 WBK?  
Level 10: HS5R 9BCZ 69H8 MBK?  
Level 11: H93R 9BCV 69K8 CBK?  
Level 12: JS1R 9BCQ 69M7 4BK?  
Level 13: J9ZR 9BCL 69P7 WBK?  
Level 14: KSXR 9BCG 69R7 MBK?  
Level 15: K9VR 9BCB 69T7 CBK?  
Level 16: LTSR 9BB7 69W6 4VK?  
Level 17: L?QR 9BB3 69Y6 WVK?  
Level 18: MTNR 9BBZ 6906 MVK?  
Level 19: M?LR 9BBV 6926 CVK?  
Level 20: NTJR 9BBQ 6945 4VK?  
Level 21: N?GR 9BBL 6965 WVK?  
Level 22: PTDR 9BBG 6985 MVK?  
Level 23: P?BR 9BBB 69?5 CVK?  
Level 24: QT9R 9BF7 6?C4 4BK?  
Level 25: Q?7R 9BF3 6?F4 WBK?  
Level 26: RT5R 9BFZ 6?H4 MBK?  
Level 27: R?3R 9BFV 6?K4 CBK?  
Level 28: ST1R 9BFQ 6?M3 4BK?  
Level 29: S?ZR 9BFL 6?P3 WBK?  
Level 30: TTXR 9BFG 6?R3 MBK?  
Level 31: T?VR 9BFB 6?T3 CBK?  
Level 32: VQSR 9BD7 6?W2 3VK?

## ULTIMATE CHEAT CODE

?TJL BDFW BFGV JVVB

Enter this code and start the game, then pause to see a 'Features' option. From here you can access all levels, view all maps, obtain all weapons and ammo, give yourself maximum health and even make yourself invincible!



## DUKE NUKEM 64

### ENABLE PAL CHEAT MENU

On the main menu press Left, Down, L, L, Up, Right, Left, Up. The cheat menu will now be accessible.

### ALL ITEMS

First enable the cheat menu, then on the main menu press R, C Right, Down, L, C Up, Left, C Right, Left. You'll hear a gunshot if you entered the code correctly and the cheat can then be turned on or off from the cheat menu.

### INVINCIBILITY

First enable the cheat menu, then on the main menu press R, C Right, R, L, R, R, R, Left. You'll hear an explosion if you entered the code correctly and the invincibility can then be turned on or off from the cheat menu.

### NO MONSTERS

First enable the cheat menu, then on the main menu press L, C Up, Left, L, C Down, Right, Left, Right. You'll hear a monster roaring if you entered the code correctly, and you can then turn the monsters on or off on the cheat menu screen.

### LEVEL SELECT

First enable the Cheat menu, then on the main menu press R, L, R, C Down, Right, Up, Left, C Up. You'll hear a monster howl if you entered the code correctly, and it will then be possible to select any level you want from the cheat menu during play.



## DUKE NUKEM 64 (US)

### ENABLE CHEAT MENU

This is the first thing you have to do – none of the other cheats here will work until the cheat mode is active. On the main menu screen, enter Left, Left, L, L, Right, Right, Left, Left.

### NO ENEMIES

When the cheat menu is active, enter L, C Left, Left, R, C Right, Right, Left, Left, Right to play the game with no monsters!

### INVINCIBILITY

When the cheat menu is active, press R seven times to make Duke even tougher than usual!

### ALL ITEMS

When the cheat menu is active, enter R, C Right, Right, L, C Left, Left, C Right, Right in order to be able to obtain all special items at will.

## EXTREME G

### FERGUS MODE

Enter FERGUS in the shoot-'em-up mode to replace all the drones with the bouncing, grinning head of former Probe Software boss Fergus McGovern!

### QUIT WHILE YOU'RE AHEAD

If you can't be bothered to run a whole race, enter RA50 as your name. During a race, if you quit you'll be awarded points based on your position at the time.



## F1 POLE POSITION

### INFINITE FUEL

Keep running out of fuel in Grand Prix mode? For unlimited gas, go to the settings menu and set the initial amount of fuel to just 10%. You'll find that although the gauge will flash on the red, you'll

never run out, and the added bonus is that your car will be much lighter and so have far better acceleration!



### SECRET CAR

Complete the entire game, succeed in becoming the world champion and save the game to a control pak. Restart the game, and when the "please wait while loading" message is displayed, press the A and B buttons together. Once the game has loaded, go to the car selection screen and you will have access to a secret car!

## FIFA: ROAD TO WORLD CUP '98

### EDIT PLAYERS AND COLOURS

While on the EA Sports screen, enter A, B, A, B, B, B, A, Z.

### NOISY CROWD

During the game, push various directions on the d-pad and the crowd will hurl abuse at the other team!

### DIFFERENT SCORING ANIMATION

Enter C Left, C Right, C Up, or C Down directly after a goal for a variety of scoring animations.

### GHOST PLAYERS

Choose Slovakia as your team and enter LASKO on the player edit screen.



# Ultimate Cheats

## INVISIBLE PLAYERS

Choose Sheffield Wednesday as your team and enter WAYNE on the player edit screen.

## SMALL PLAYERS

Choose Vancouver as your team and enter KERRY on the player edit screen.

## BIG HEADS

Choose Vancouver as your team and enter ANATOLI on the player edit screen.

## BLACK & WHITE MODE

Choose Canada as your team and enter MARC on the player edit screen.

## NO STADIUM

Increase the speed of the game by choosing any team and entering CATCH22 on the player edit screen.



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## FIGHTER'S DESTINY

### FIGHT AS BORO

Complete the game in Vs mode on the Easy difficulty setting.

### FIGHT AS THE JOKER

Complete the game in Vs mode with Pierre. Select Survival mode. Defeat all 100 opponents. The Joker will be available on the character selection screen.

### FIGHT AS THE MASTER

Complete the game in Vs mode with Ryuji. Select Master Challenge mode and defeat all 12 opponents (four Jokers and eight Masters). The Master will be available on the character selection screen.

### FIGHT AS ROBERT

Complete the game in Vs mode with Valerie. Select Fastest mode. Defeat all four opponents in a combined time of under one minute. Robert the Robot will be available on the character selection screen.

### FIGHT AS USHI

Complete the game in Vs mode with Abdul. Select Rodeo mode. Remain undefeated for at least one minute. Ushi the cow will be available on the character selection screen in two choices of colours.

## GOLDENEYE

Complete the following levels in the times listed to enable a cheat on the inbuilt menu. The difficulty settings are: Agent (A), Secret Agent (SA) or oo Agent (oo).

| LEVEL    | CHEAT            | DIFFICULTY | TIME |
|----------|------------------|------------|------|
| Dam      | Paintball        | SA         | 2:40 |
| Facility | Invincibility    | oo         | 2:05 |
| Runway   | Donkey Kong      | A          | 5:00 |
| Surface  | Grenade launcher | SA         | 3:30 |



# Ultimate Cheats

|             |                        |    |       |
|-------------|------------------------|----|-------|
| Bunker      | Rocket Launcher        | 00 | 4:00  |
| Silo        | Turbo Bond             | A  | 3:00  |
| Frigate     | No radar (multiplayer) | SA | 4:30  |
| Surface 2   | Mini Bond              | 00 | 4:15  |
| Bunker 2    | Throwing knives        | A  | 1:30  |
| Statue Park | Turbo animation        | SA | 3:15  |
| Archives    | Invisibility           | 00 | 1:20  |
| Streets     | Rockets                | A  | 1:45  |
| Depot       | Slow animation         | SA | 1:30  |
| Train       | Silver PP7             | 00 | 5:25  |
| Jungle      | Hunting knives         | A  | 3:45  |
| Control     | Infinite ammo          | SA | 10:00 |
| Caverns     | Twin RCP90s            | 00 | 9:30  |
| Cradle      | Golden PP7             | A  | 2:15  |
| Aztec       | Moonraker lasers       | SA | 9:00  |
| Crypt       | All weapons            | 00 | 6:00  |

## SECRET LEVELS AND CHARACTERS

Complete the game on Agent level to access the secret characters in deathmatch mode (including Jaws, Mayday, Oddjob and Baron Samedi). Complete the game on Secret

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Agent Level to open up the hidden Aztec Level. Complete the game on oo Agent Level to open up the Egyptian Crypt Level. Beat this on oo Level to access the 007 mode, where you can alter the settings of the game from ultra-easy to insanely hard!

Also, once the Bunker 2, Archive and Caverns levels have been beaten in Agent mode, they will become accessible in multiplayer games.

## EXTRA WEAPONS

Beat the final mission (including the secret levels) on each of the difficulty levels to receive a permanent new weapon.

**Agent:** Cougar Magnum

**Secret Agent:** Moonraker laser

**oo Agent:** Golden Gun

## EXTRA PLAYERS IN DEATHMATCH

Go to the character selection screen. Move your cursor along all the way right to the last character available (it'll either be Mishkin or the Moonraker Elite). Once you're there, enter the following code.

Hold L & R & C Left and release.

Hold L & C Up and release.

Hold L & R & Left on D-pad and release.

Hold L & Right on D-pad and release.

Hold R & Down on D-pad and release.

Hold L & R & C Left and release.

Hold L & C Up and release.

Hold L & R & Right on D-pad and release.





Hold L & R & C Down and release.

Hold L & Down on D-pad and release.

You will now be able to access a whole host of new characters, including the programmers, a terrorist and a biker dude!

## DESTROY THE FLAG

When taking part in a flag-tag multiplayer game, if you're using some form of explosive weapons, there is a neat way to win the game easily. Get the flag, then after you've had possession of it for a short time, blow yourself up. The flag will be destroyed and thus no-one else will be able to pick it up – so you will win!

## HOVER MODE

Activate the Tiny Bond cheat (by completing the Surface 2 Level in under 4:15 on oo level), then stand somewhere high up, such as at the top of some stairs or a ladder. Crouch down to make yourself even lower, and very slowly walk off the high area. You'll find that you don't move down the stairs, but instead walk into space! By moving very slowly, it's actually possible to walk for quite a distance. A good place to try this is the Dam Level. Unfortunately you can't float over obstacles, so there's still no way to reach the mystery complex on the far side of the reservoir...

## HIDDEN WEAPONS

On the Train level, blow up the last box at the far end of the start room for a hidden RCP-90.

On the Water Caverns Level, blow up the boxes in the radio room. One of the boxes will spew out more boxes. Keep blowing them up and eventually you'll get two assault rifles.

## KILL PEOPLE DURING CUT SEQUENCES

Not so much a cheat, more a fun little aside this. Play *Goldeneye* using the two control pad 'Domino' setting, and at the end of each level during the animation sequences you'll be able to shoot people using the second pad! This is particularly satisfying on levels where you are captured at the end, as you can mow down your captors.



## HEXEN (US)

### CHEAT CODES

Pause the game at any time, then enter the following code: C Up, C Down, C Left, C Right. This will cause an extra menu option, 'cheat', to appear. At first none of the options can be selected – you can rectify this by entering the following additional codes.

### GOD MODE

C Left, C Right, C Down

Grants you invincibility. You'll still die from long falls, however.

### CLIPPING

C Up (x20), C Down

Lets you walk through walls.

### VISIT

C Left, C Left, C Right, C Right, C Down, C Up  
Level select.

### BUTCHER

C Down, C Up, C Left, C Left

Massacres all the monsters on screen.

### HEALTH

C Left, C Up, C Down, C Down

Restores your energy to 100.

### COLLECT ALL KEYS

C Down, C Up, C Left, C Right

### COLLECT ALL ARTEFACTS

C Up, C Right, C Down, C Up

### COLLECT ALL WEAPONS

C Right, C Up, C Down, C Down

### COLLECT PUZZLE ITEMS

C Up, C Left (x3), C Right, C Down, C Down



## INTERNATIONAL SUPERSTAR SOCCER 64 HIDDEN TEAMS

On the title screen press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A then hold Z and press Start. The phrase "What an incredible comeback!" will confirm correct code entry and six all-star teams will now be available from the team selection screen.

### BIG HEAD PLAYERS

On the title screen press C Up, C Up, C Down, C Down, C Left, C Right, C Left, C Right, B, A then hold Z and press Start. The players will now all have huge heads.

## J-LEAGUE PERFECT STRIKER HIDDEN TEAMS

To get the two extra teams hidden for only the best players, go to the title screen and press the following: Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Now press Start and hold down Z.

### BIG HEAD PLAYERS

On the title screen press: Yellow top, Yellow top, C Down, C Down, C Left, C Right, C Left, C Right, B, A and then press Start and hold down Z.

## JEOPARDY

For more money (thereby negating any need to actually *play* the game) press L, R, L, L, L, R, R, C Down, C Up.



## JOHN MADDEN 64

### VIEW ENDING

Switch on the N64 and hold L, R and Z when the EA logo appears to watch the congratulatory end sequence.

### TEAM TIBURON

In Season mode, go to the front office, select the 'create player' option and enter his name as 'Tiburon'. You can now select this team of giants in Exhibition mode!

### EA STADIUM

If you want to play at a hidden stadium, enter SAN MATEO on the Create Player screen. You'll now be able to play at Electronic Arts' own special ground!

### EXTRA TEAMS

Again on the Create Player screen, enter the following names to access hidden teams.

SIXTIES – Players from the 1960s.

SEVENTIES – Players from the 1970s.

EIGHTIES – You'll never guess.

### ALL TIME MADDEN TEAM

Enter the name AT\_MADDEN (the underscore denotes a space).



## **KOBE BRYANT IN NBA COURTSIDE PLAY HIDDEN TEAMS**

From the main menu, hold L and select a pre-season game by pressing A. If you now scroll right you'll find three new teams are available.

### **VIEW REPLAY**

Hold B and Z after you score to view an instant replay of the basket.

### **ALTERNATE REPLAY ANGLE**

Hold down B during an instant replay.

## **KILLER INSTINCT GOLD**

### **OPEN ALL OPTIONS**

Press Z, B, A, L, A, Z on the character profiles screen. If you've done it correctly, you'll hear someone say "Perfect."

### **ALL CHARACTER COLOURS**

To get all training colours at once, wait for the profiles to come up and press: Z, B, A, Z, A, L. You'll hear "Welcome" if you've done it right.

### **PLAY AS GARGOS**

Wait until the character profiles appear and press: Z, A, R, Z, A, B. Gargos will laugh if it's worked.

### **FINAL CREDITS**

When the character profiles appear, press: Z, L, A, Z, A, R.

### **PLAY ON SKY LEVEL**

Go to the character select screen in two-player mode – you must have two joypads connected. Then push down on the analogue stick and press C + Down simultaneously on both joypads. This will now let you play on a level high above the clouds.



## MACE: THE DARK AGE

### CHANGE CHARACTER COSTUMES

Highlight the character you want to use and press L or R, C Up, C Down, C Left, and C Right for five different costume colour schemes.

### TWO PLAYER PRACTICE MODE

Highlight Practice on the menu screen and press Start simultaneously on both controllers. Select the desired characters, and knock each other about for as long as you like with no death!

### FIGHT AS GRENDAL

Win three times in two player mode, then on the select screen for the fourth match, highlight the Executioner, hold Start and Grendal appears. Don't release start, and press Quick to select Grendal.

### FIGHT AS GAR GUNDERSON, THE WAR MECH OR ICHIRO

When the first screen appears when you turn the power on, rotate the analogue joystick in an anticlockwise direction from the right and you'll hear a chime. Gar Gunderson and Ichiro will appear on the character selection screen above the Executioner.

### FIGHT AS POJO THE CHICKEN

Successfully perform Taria's execution (doing it in two player mode is easiest). Then begin another match and highlight Taria, hold the Start button down on the selection screen and Pojo will appear. Without releasing Start, press a Quick button to select Pojo. If you're in two player select mode, they can do the same thing and it'll be Pojo against Pojo!

### SELECT START STAGE

Highlight the desired fighter on the character selection screen and press the Start button four times to compete on their home stage, then select the character you want to fight and begin.



## BONUS STAGES

To play on the bonus stages, highlight each of the characters listed in order and press Start every time, then select the character you want to play with. The following codes are for two-player mode, except for Random AI

| Stage              | Characters                             |
|--------------------|--|
| Mini Golf Course   | Koyasha, Mordus Kull, Takeshi          |
| Grendal's stage    | Namira, Koyasha, Taria                 |
| Grendal's stage    | Mordus Kull, Taria, Ragnar             |
| Big heads          | Koyasha, Al' Rashid, Takeshi           |
| Small characters   | Takeshi, Al' Rashid, Ragnar, Xiao Long |
| Random AI          | Hell Knight, Xiao Long, Dregan, Namira |
| Speed Grid         | Ichiro, Xiao Long, Koyasha             |
| San Francisco Rush | Xiao Long, Al Rashid, Koyasha          |
| Macchu Picchu      | Namira, Koyasha, Taria                 |

THE FOLLOWING CHEATS ARE ENTERED IN TWO-PLAYER MODE:

## FIGHT AS NED THE JANITOR

On the character selection screen, press Start on each of the following characters in turn; Koyasha, Executioner, Lord Deimos, then move to Xiao Long and press Quick to play as a janitor!

## HEAD SWAP

On the character selection screen, press Start on each of the following characters in turn; Al-Rashid, Takeshi, Mordos Kull, Xiao Long, Namira. The two characters that are then chosen with swap heads.

## PINK SLIPPERS

On the character selection screen, press Start on each of the following characters in turn; Ragnar, Dregan, Koyasha. When you choose a fighter, he or she will engage in combat wearing fuzzy rabbit slippers!





## MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO PASSWORDS

Enter the following codes on the password screen for useful results:

**NXCVSZ** – Will give you unlimited urns

**GTTBHR** – Grants you 1,000 lives

**ZCHRRY** – Start with 20,000 experience points at the Fortress

**CRVDTs** – This code lets you view the credits

**TDFCLT** – Grants you invincibility

### LEVEL CODES

**Wind** – THWMSB

**Earth** – CNSZDG

**Water** – ZVRKDM

**Fire** – JYPPHD

**Prison** – RGTKCS

**Bridge** – QFTLWN

**Fortress** – XJKNZT

### SKIP TO QUAN CHI

As Sub-Zero dies before a checkpoint, hold down A.

### SKIP TO SHINNOK

As Sub-Zero dies before a checkpoint, hold down B.

### BEAT SHINNOK

Shinnok has an impenetrable shield that works even if he's frozen, but he can be defeated. As he fires a blast at you his shield will drop for a second, at which point you need to throw an ice blast. If you've got the timing right, he'll be frozen, but you still can't reach him. Instead, freeze him again, and run back to the teleporter, which will take you to the teleporter behind Shinnok. Quickly run up to him, as his shield only functions from the front, and press A to grab Shinnok's medallion. If you're successful, Shinnok will transform into a monster and Rayden's portal will appear. Jump through the portal to meet Rayden and Shang Tsung.



## COMBOS

3 Hit – requires 18 experience pts: HK, HK, Back + HK

6 Hit – requires 36 experience pts: HP, HP, LP, LK, HK, Back + HK

## SPECIAL MOVES

1. Ice Blast: Down, Forward, LP

2. Slide: BL + LP + LK + Back

3. Directional Ice Blast

Upwards: Down, Forward, HK

Downwards: Down, Back, LK

4. Air Ice Blast: Jump, then Down, Forward, LP

5. Ice Clone: Down, Back, LP

6. Ice Shatter: Freeze twice, then Uppercut or Roundhouse Kick

7. Super Slide: BL, LP, HP, Back

8. Freeze On Contact: Down, Forward, Forward, HP

9. Polar Blast: Forward, Back, Back, HP

## FATALITY

Spine Rip: Forward, Down, Forward, HP

You need to be one step away to accomplish this move.

## INVINCIBILITY

Enter TDFCLT on the password screen.

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## MORTAL KOMBAT TRILOGY

### RANDOM CHARACTER

On the character select screen, put the cursor over Noob Saibot and press Up and Start simultaneously for a completely random selection.

### CHOOSE BATTLE ARENA

On the character select screen, highlight Sonya and press Up and Start. An earthquake will occur and then you will be able to select the course.

### PLAY AS MOTARO

On Jade's Desert, Wasteland or Kahn's Tower, press and hold the analogue stick left and then press A and the Yellow top button before the match begins. Your fighter should explode and Motaro will replace him.

### PLAY AS SHAO KAHN

On the Rooftop or Pit 3, press Down on the analogue stick and press A and B before the start of the bout. Shao Kahn will appear.

### FIGHT KHAMELEON

On the Star Bridge stage, when the annoying gonk appears in the bottom corner of the screen and squeals "Toasty!" just press Down and Start before he vanishes from whence he came. You'll then have the opportunity to battle our poorly-spelt chum.

## MULTI RACING CHAMPIONSHIP

### GUARANTEED VICTORY

If you want to win every time, choose Kingroader (the yellow Jeep-type vehicle) and adjust the aerodynamics so that the maximum speed is 205kph. Assuming you aren't completely incompetent at driving, you'll hardly ever skid (even on snow),



allowing you to outpace even cars which should be much faster. Doing this, you'll be able to unlock the hidden cars and mirror tracks even faster than you would otherwise, not that it should take more than a day anyway...

## HIDDEN ROUTE

The Downtown track has a hidden route, which can massively reduce your time and is a lot easier than the normal track. At the top of the hill that leads to the waterfall, there is a tree just before some fences. Drive through the tree (don't worry, it won't hurt!) and you'll be on easy street!

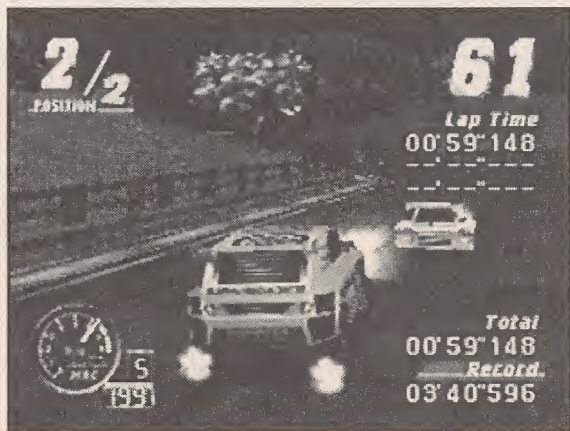
## QUICK START

Hold down the A button at the beginning of the race when the countdown reaches '1'.

## DOWNTOWN TRACK SHORTCUT

Drive on past the windmills and zig-zags uphill and look for the wide turn near the waterfall. There is a tree next to a one way sign on the right edge of the track. If you drive towards the tree you should find a gap in the fence that will lead you onto a dirt road. The road passes through the waterfall into a tunnel and you'll emerge close to the finish line.

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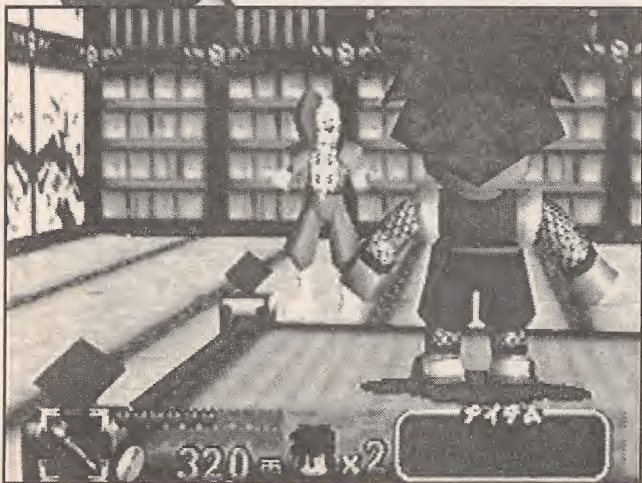


# MYSTICAL NINJA STARRING GOEMON

## FIGHT IMPACT BOSSES FROM MENU

Find every silver fortune doll in the game (you'll know if you've got them all because your life gauge will be full). At the end of the game, after the credits, a fortune doll count appears and a new option will be available on the options menu, allowing you to play against the four Impact robots in sequence.

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## NAGANO OLYMPIC HOCKEY '98 CONTINUAL FIGHTING

Make sure the 'Fighting' selection is highlighted on the options screen, hold L and press C Right, C Left, C Left, C Right, C Down, C Up, C Up, C Down, C Left, C Right, C Right, C Left, C Right, C Left.

## CHANGE PLAYER APPEARANCE

On the options screen press C Left + R, C Down + R or C Up + R. Adjust the first six bits of the 16-bit register to alter the game by pressing:

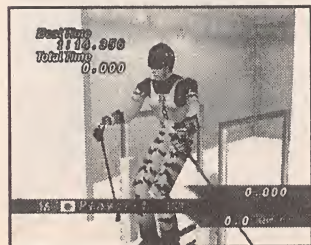
C-Down + R to alter bits 1 and 2

C-Left + R to alter bits 3 and 4

C-Up + R to alter bits 5 and 6

## REGISTER EFFECT

|        |   |
|--------|---|
| 100000 | Squat players.                                      |
| 010000 | Squat players, big heads.                           |
| 110000 | Squat players, small heads.                         |
| 001000 | Squat players, small announcer's voice.             |
| 000100 | Big players, big announcer's voice.                 |
| 000010 | Squat players, small announcer's voice.             |
| 000001 | Stretched players, big announcer's voice.           |
| 110110 | Big players, small heads, big announcer's voice     |
| 010010 | Squat players, big heads, small announcer's voice   |
| 010101 | Big players, big heads, big announcer's voice       |
| 010001 | Stretched players, big heads, big announcer's voice |



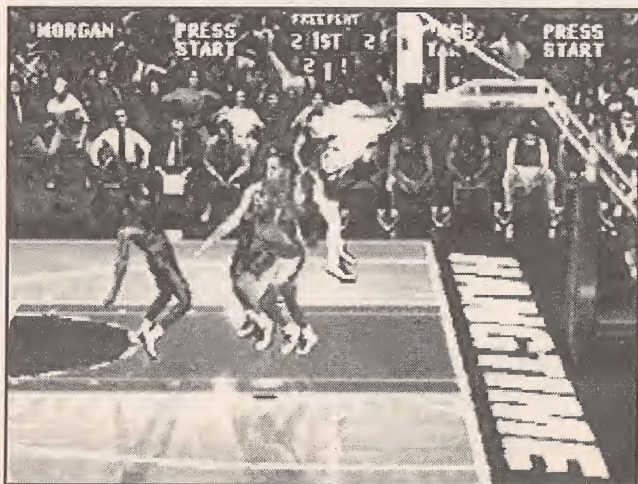


# NBA HANGTIME

## DUPLICATE PLAYERS

Enter any of the following codes as your name and use the PIN 0000 to access them.

Ahrdwy (Penny Hardaway)  
Cliffr (Cliff Robinson)  
Davidr (David Robinson)  
Dream (Hakeem Olajuwon)  
Elliot (Sean Elliot)  
Ewing (Patrick Ewing)  
Glennr (Glenn Robinson)  
Ghill (Grant Hill)  
Hgrant (Horace Grant)  
Johnsn (Larry Johnson)  
Kemp (Shawn Kemp)  
Kidd (Jason Kidd)  
Malone (Karl Malone)  
Miller (Reggie Miller)  
Motumb (Dikembe Mutumbo)





Mourng (Alonzo Mourning)  
Mursan (Gheorghe Muresan)  
Pippen (Scottie Pippen)  
Rodman (Dennis Rodman)  
Rice (Glen Rice)  
Smits (Rik Smits)  
Stackh (Jerry Stackhouse)  
Starks (John Starks)  
Webb (Spud Webb)  
Webber (Chris Webber)

Enter the following codes on the 'Tonight's Matchup' screen, using A to alter the first digit, C Down to alter the second digit, and C Right to alter the third digit.

|     |                         |
|-----|-------------------------|
| 025 | Baby Players mode       |
| 048 | No music                |
| 111 | Tournament mode         |
| 120 | Turbo passing           |
| 273 | Stealth turbo           |
| 284 | Maximum speed           |
| 390 | No shoving              |
| 461 | Infinite turbo          |
| 552 | Hyper speed             |
| 616 | Increase blocking power |
| 709 | Fast stealing           |
| 802 | Maximum power           |
| 937 | No goal tending         |

## RIDICULOUS HAIR

If you've selected Dennis Rodman, you can keep pressing the Pass button to change the colour of his hair.

## NBA IN THE ZONE '98 EASY FREE THROWS

To make this rather difficult activity a tad easier, repeatedly push the analogue stick upwards when you're about to take the throw, and the shot indicator will slow down.



## NFL QUARTERBACK CLUB '98

### CHEAT MODE

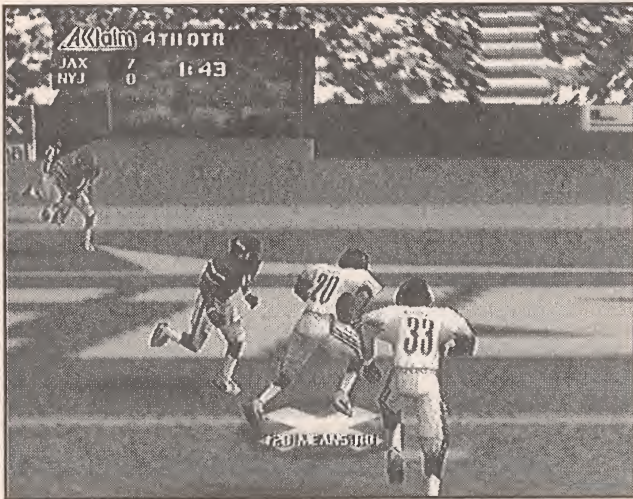
Enter the following codes on the cheat menu screen for the desired result. Correct code entry will be confirmed by an audible tone.

### EFFECT CODE

|                          |           |
|--------------------------|-----------|
| Eight downs              | 8DWNDRV   |
| Tall, thin players       | BBMNTBL   |
| Expert defence           | BGBFYDF   |
| Strong receivers         | BGBFYFF   |
| Longer dives             | BGSPRDV   |
| Spinning receiver        | BGTWSTRS  |
| Top quarterback          | BRDWYNMTH |
| Longer jumps             | CRLWYS    |
| Slow motion              | FRMBYFRM  |
| Fumble mode              | GTNHND    |
| Repeated fumbles         | GTNHND    |
| Short players            | JPNSMWR   |
| Instant passing          | LDSTRTRK  |
| Disable cheats           | LLCHTSFF  |
| Lousy defence            | LLDFSK    |
| Lousy offence            | LLFFSK    |
| Ball tipped when passing | LWYSTPSS  |
| Repeated dives           | MNFLDMD   |
| No tackles               | NBCTCKLS  |
| Crawling players         | PBYBYMD   |
| Lousy players            | PWHYRMN   |
| Sledge mode              | SNWSLDS   |



# Ultimate Cheats



- |                                   |                                |
|-----------------------------------|--------------------------------|
| 100-yard passes, kicks, and punts | SPRBGRMS                       |
| Always tackle                     | SPRDPRTCKL                     |
| Expert players                    | SPRTMMD                        |
| Speedy running                    | SPRTRBMD                       |
| Acclaim and Iguana teams          | STNTXTM                        |
| No fumbles                        | TGHTGRP                        |
| Lousy quarterback                 | TRNTDLFR                       |
| Electric football mode            | YLCTRCFB                       |
| Max discipline & awareness stats  | YNSTYNS                        |
| Unlimited Downs                   | DWNDRV                         |
| Speed Up Game                     | WLTRPYTN                       |
| Turbo Players                     | MCHLJNSN                       |
| Magnetic Hands                    | STYCKYHNDS                     |
| Slow Backs                        | RNLDSWZNGR                     |
| Giant Players                     | GLYTHMD                        |
| Tiny Players                      | SMLMDGT                        |
| Slippery Pitch                    | SPRSLYD for some comedy value. |



## NHL BREAKAWAY '98

### CHEAT MENU

To bring up the cheat menu, bring up the main menu and press C Left, C Right, C Left, C Right, R, R. If you've done it correctly, the cheat menu option will appear. From the cheat menu, you'll be able to change the player type and size for both teams, change the ref size, access a sound test menu, change the house rules, enable big checking, increase the likelihood of the rink glass shattering, and increase the chances of equipment being lost.

### PLAYER INSPECTION

On the player creation screen, you can view your player by pressing C Up, C Down, C Left, or C Right to rotate the player in any dimension.

### REMOVE OPPOSING GOALIE

Press Start during play and select the game options menu followed by the game settings menu. Select the 'Controller Set-up' option and move your controller across so that you're





commanding the other team. Select the 'Pull Goalie' option from 'Team Options' and use 'Controller Set-up' again to switch the teams back and resume the game, leaving the CPU's goal untended!

Alternatively, if you're losing really badly, just select 'Controller Set-up' and switch teams for good.

## BONUS TEAMS

Press C Left, R, R, L, L, C Right on the main menu and you'll be able to access extra teams.

## PERFECT PLAYERS

Go to the Create Player screen and give your name as 'Jim Hung'. You'll then be able to change any player characteristic, and create some super athletes!

## 100 BONUS POINTS

On the main season menu enter the following code: C Left, C Left, C Right, C Right, C Left, C Left, C Right, C Right and R to add 100 bonus points. You can do this as many times as you want.

## PUYO PUYO SUN 64 SELECT OPPONENT'S CHARACTER (TWO-PLAYER MODE)

On the character select screen, highlight Doraco (the first – leftmost – character on the front row) and hold Start for three seconds. The one- and two-player selectors will now switch, so you can make your opponent play as someone they really hate. Pointless but fun.

## PLAY AS CARBUNCLE

On the character select screen, highlight Arle (the second character on the front row) and hold Start for three seconds. Carbuncle, the little dancing rabbit thing who appears throughout the game, can now be selected.

## PLAY AS SATAN

On the character select screen, highlight Shezo (the third character on the front row) and hold Start for three seconds.



Satan will make herself (yes, herself) known. If this game gets a Western release, what are the odds on her name changing?

## RANDOM CHARACTER SELECT

On the character select screen, highlight Rulue (the fourth character on the front row) and hold Start for three seconds. You will now play as a randomly chosen character.

## ELEPHANT MODE

On the character select screen, highlight Elephant (the, erm, elephant) and hold Start for three seconds. All the characters will turn into prehensile-schnozzed pachyderms!

## QUAKE 64

Enter QQQQ QQQQ QQQQ QQQQ as a password. You'll get an "Invalid Password" message. A 'Debug' selection will appear on the option menu. From here you'll be able to access level select, invincibility, all weapons and targeting.





## RAMPAGE WORLD TOUR

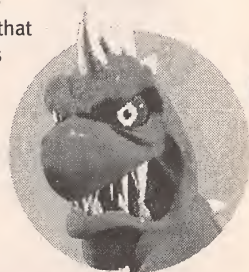
### ALTERNATE COLOURED CHARACTERS

Go to the character selection screen and highlight George, Ralph, or Lizzy. Before you select them, you'll be able to change their colour by pressing up on the d-pad. Each monster comes in a range of tasteful hues just perfect for those all-important international wrecking sprees!



### PLAY AS VERN

To play as the Violent Enraged Radioactive Nemesis, eat the canisters of Toxic Waste that you'll find somewhere near the Scum Labs buildings. For the rest of the level you'll be super-strong, have the ability of flight, and be able to shoot fireballs with the C Down button.



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### HIDDEN CITIES

To get to the hidden cities, repeatedly punch the sign that switches between pictures of various landscapes and then tap one of the following buttons while on the screen that shows your next destination.

**George:** Press the jump button

**Lizzie:** Press the punch button

**Ralph:** Press the kick button

Not every destination has a hidden city, so you'll just have to experiment!





# ROBOTRON 64

## LEVEL SELECT

Down, Up, C Left, Down, C Left, C Right, Down, C Right.

## 50 LIVES

Up, Up, Down, Down, Left, Right, Left, Right, C Left, C Right, C Left, C Right.

## GAME BOY MODE

Up, Down, Right, C Left, Down, Up, Left, C Right, Up, Down.

THE FOLLOWING CODES NEED TO BE ENTERED WHILE PLAYING THE GAME:

## SPEED UP

During the game, Left, Left, Right, Right, C Up.

## SHIELD

During the game, Down, Left, C Left, C Right.

## FLAME THROWER

During the game Down, Right, Down, Right, C Right.

## GAS GUN

During the game, Up, Down, C Right, C Left.

## FOUR-WAY FIRE

During the game Down, Down, Up, C Right.

## THREE-WAY FIRE

During the game, Right, Right, C Left, C Down.

## TWO-WAY FIRE

During the game, Up, C Up, Up, C Up.

## EXTRA LIVES

Enter the following passwords to start the game with 110 lives.

Easy difficulty level: BSBBBBTJBB

Normal difficulty level: BCBBLBTJBB

Insane difficulty level: BFBBBCTJBB



## PASSWORDS

Level 90: CSSRQQHLRH

Level 98: DGQDQQLLHJ

Level 99: DNKFQGLLJJ

Level 100: DDJGGGJLLJ

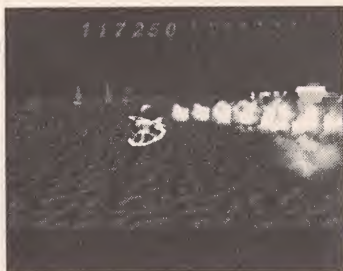
Level 101: DLRHQQLDLJ

Level 102: DBBJQLDLNS

Level 103: DNMJQGFLPS

Level 104: DNTJQLCLQJ

Level 105: DGBKQLCLRJ



## ACCESS FINAL LEVEL

Enter BJTCNGLFCR as a password.

## SAN FRANCISCO RUSH

### RACE AS TAXI

Collect at least half the keys hidden on any track. The cab can only be selected on the same track from which it was unlocked.

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### RACE AS HOT ROD

Collect all of the keys hidden on any track. The Hot Rod can only be selected on the same track from which it was unlocked.

### RACE AS FORMULA 1 CAR

Complete all 24 races in Circuit mode then press Z, Z, Z, Z on the track selection screen. A horn will confirm correct code entry.

### RACE AS MINE

Press C Right, C Right, Z, C Down, C Up, Z, C Left, C Left on the car selection screen.

### MINES

Press L, R, L, R, L, R on the setup screen. Traffic cones will turn into explosive mines.

### INVERTED TRACKS

Press Up, Right, Down, Left, Down, Right, Up, Left on the setup screen.

### DISABLE STUCK CAR HELP

Press C Up, C Up, C Up, C Up on the setup screen. The number '00.06' will appear to confirm correct code entry. This will mean that you won't be moved back onto the track if you stay in one place too long (useful when searching for keys).

### TOGGLE CAR SIZE

Hold C Down and press C Up on the car selection screen. Release both buttons, hold C Up and press C Down. The car in the on-screen window will change size if you've done it correctly. Repeat to cycle through the different car sizes.

### TOGGLE REAR TYRE SIZE

Hold C Right and press C Left on the car selection screen. Release both buttons, hold C Left and press C Right. The tyres on the car in the on-screen window will change if you've done it correctly. Repeat to cycle through the different tyre sizes.



## TOGGLE FRONT TYRE SIZE

Hold C Left and press C Right on the car selection screen. Release both buttons, hold C Right and press C Left. The tyres on the car in the on-screen window will change if you've done it correctly. Repeat to cycle through the different tyre sizes.

## ALTERNATE FOG COLOUR

Hold Z and press C Down, C Down, C Down on the car selection screen. The colour of the fog in the on-screen window will change if you've done it correctly. Repeat to cycle through the various colours.

## TOGGLE GRAVITY

Hold Z and press Up, Down on the setup screen. Release Z and press Up, Down, Up, Down. An icon will appear on-screen to confirm correct code entry. Repeat to cycle through the other gravity settings.

## TOGGLE ROAD TEXTURES

Hold C Right and press L on the setup screen. Release both buttons and press Z. Hold C Right and press L. Release both buttons and press Z. A checkered flag will appear on-screen to confirm correct code entry. Repeat to cycle through the textures.

## TOGGLE CAMERA HEIGHT AND DISTANCE

Hold L and press Up or Down during the game.

## TOGGLE COLLISION DAMAGE

Press Left, hold Right and press C Right on the setup screen. Release both buttons and press C Up, C Left, C Down, Z. The icon of a bus will appear on-screen to confirm correct code entry.

## RANDOM HIGH SCORES

Press L, R, L, R, L, R, L, R while the "Fast Times" or "Best Laps" information is displayed on the records screen to give any blank entries random names and scores.

## CRASHED CAR REPLAY

Crash as you pass the finish line then hold L & R & Z while the



words "Game Over" are flashing until the high score screen appears. In the replay your car will be a smoking wreck!

### **DRIVE CRASHED CAR**

Hold C Up and press Z, Z, Z on the car selection screen. Repeat to toggle between two different crashes.

### **RESUME RACE FROM SITE OF CRASH**

Hold Z & C Left & C Right on the setup screen. Release the C buttons and hold C Right and C left. Release all the buttons. An 'R' will appear to confirm correct code entry.

### **SPECIAL CAR IN CIRCUIT MODE**

Win a circuit, select the same player again and press Z, Z, Z, Z on the track selection screen to access the special car.

### **TOGGLE RACE CLOCK**

Hold Z & C Down & C Up on the setup screen. Release C Down and C Up. Hold C Up & C Down. A clock icon will appear to confirm correct code entry.

### **SWITCH CONTROL DIRECTIONS**

Highlight 'Mirror' on the options screen. Hold down all the C buttons and press Left or Right to access the 'Extreme' option.

### **TAG MODE**

Abort the race during countdown at the beginning of a two player practice game. Both timers will start at five minutes and the timer of the player who is 'it' will start. To stop their timer and start their opponent's, the 'it' player must 'tag' them by making contact with them.

### **CHANGE SCREEN POSITION**

Hold L & R and move the analogue stick to adjust the screen.

### **FOGGY NIGHT**

Set the 'Fog' option to 'Heavy' on the options screen. Hold all the C buttons and press Right to activate foggy night mode.



## SHADOWS OF THE EMPIRE

For these cheats to work the game has to be on Medium level. Start a new save slot on your Controller Pak (you must have one for the cheat to work) and call it '.Wampa..Stompa' (each '.' represents a space). You must get the case of the letters correct for the cheat to work. When you start the game, pause it, go to the options menu and set the controller type to 'traditional'.

### PLAY AS AT-AT

In the second round of the Hoth battle, when the Scout Walkers appear press Left on the D-pad and C Right simultaneously, then push Up. The C Right button will then let you change camera views until you see the AT-ST. Use the D-pad to attack.

### PLAY AS WAMPA

On the 'Escape From Echo Base' level, repeat the above code and press C Right until the Wampa appears. As with the AT-ST, the D-pad is used to control the new character – push Down to give people Hamill-style scars.

### PLAY AS STORMTROOPER

Repeat the code to access the Wampa, but keep pushing C Right until the stormtrooper appears.

### PLAY AS TIE FIGHTER

This requires you to collect all the Challenge Points on the Medium skill level. Once you reach the Skyhook battle, hold C Right for five seconds to turn the Outrider into an X-Wing. If you hold C Right for another five seconds, you will now be flying a TIE Fighter!

### CHEATS MENU

This code grants you access to a multitude of menu options, namely all weapons and items, invincibility, 50 lives, sleeping villains, kill Dash (?), teleport, level select, walk through walls and unlock all levels. Here's how it works.



1. As usual use a game with the player's name as 'Wampa..Stompa'. The name *must* be written correctly, including capitalisation, with ONE space before Wampa and TWO spaces between Wampa and Stompa.
2. Begin playing on any level and pause the game.
3. Hold down *all* of the following buttons: All the C buttons, Z, L, R and d-pad Left.
4. While holding all the above buttons down, move the analogue stick *halfway* to the left (using your chin or someone else's help), and hold it until you hear a sound.
5. Release all the buttons, press them again, and this time hold the analogue stick halfway to the right, waiting until you hear the sound.
6. Repeat this process again with the analogue stick to the left, then again to the right, and then again to the left.
7. Pink text should appear at the top of the screen. Use L and R to change the options – some of them can be changed by pushing the control stick up and down. Press A to activate them.
8. To get the cheat menu back, pause the game, then hold down all the buttons used in Step 3 above and move the analogue stick left or right.

This also enables an option marker in yellow on the pause menu which gives you access to game secrets for each level.

## END SEQUENCE

End your name as 'Credits' (a space before the first C). When you begin the game, you will be taken to the end sequence.



## SNOWBOARD KIDS

### TURBO START

Tap A repeatedly when the 'Ready' message appears at the start and your kid will jump out into an early lead without needing to build up speed.

### ALL CHARACTERS, BOARDS AND COURSES

From the start screen, enter Analogue stick Down, Analogue stick Up, D-pad Down, D-pad Up, C Down, C Up, L, R, Z, D-pad Left, C right, Analogue stick Up, B, D-pad Right, C Left.

### QUICKSAND VALLEY

Get gold on courses one to six. A new snowboard and the Quicksand Valley desert track will now be available.

### ACCESS SILVER MOUNTAIN

Get gold on Quicksand Valley.

### ACCESS NINJA LAND

Get gold on Silver Mountain.

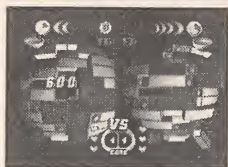
### PLAY AS NINJA

Get gold on Ninja Land.



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## TETRISPHERE

Go to the 'new name' option, and press L, C Right and C Down to bring up some weird characters. Then enter the following names for extra spherical action!

### LINES GAME

Enter the name LINES to play the Lines game. You have to drag the blocks into rows and columns, rather than stacking them, to make them disappear.

### ACCESS ALL LEVELS

To play the level of your choosing without having to spin through the whole game, enter the <---Saturn---> <---Spaceship---> <---Rocket---> <---Heart---> <---Skull---> characters. You will now find a level select when you open a previously saved game.

### NEW MUSIC

Enter G<---Alien Head--->MEBOY to get some Game Boy-style new tunes.

### VIEW CREDITS

Work yourself into a fever pitch of excitement entering the name CREDITS to, shockingly, view the credits!

### VORTEX STRANGENESS

Another one of those weird little things that aren't exactly cheats, but still provide some amusement. First of all, go to the 'new name' option, and press L, C Right and C Down to bring up some weird characters. Then enter the name VORTEX, and press and hold the N64's reset button for four seconds to see a cut-scene of the game's robots being sucked into... a vortex!



## TOP GEAR RALLY

### BONUS CARS

Complete the following seasons to access displayed cars:

#### Season Car

- |   |  |
|---|--|
| 2 | Type CE (Toyota Celica) and Type IP (Isuzu P)      |
| 3 | Type M3 (BMW M3) and Type SP (Toyota Supra)        |
| 4 | Type NS (Nissan Skyline) and Type RS (Ford RS 200) |
| 5 | Type PS (Porsche 959)                              |

Mirror Milk Truck and Helmet Car

### STRIP MINE COURSE

Finish season six in first place in all races.

### MIRROR COURSES

Mirror courses are selectable after completing all the seasons and accumulating a certain number of points in championship mode.

### ALTERNATE CREDITS

On the options screen, select the credits icon and press Left, C Down, Right, Down, Z. A new credit screen will be displayed.

### ACCESS ALL CARS

All normal cars, at least – you still have to work to get the secret vehicles! Enter the code, then go to Arcade Mode to see the cars.

A, Left, Left, C Down, A, Right, Z (ALLCARZ)

### MIRROR CARS

Complete all six seasons of the fifth year, and press C Down on the car select screen to give your car a flashy chrome paint job!

### CHANGE CAR COLOURS

Can't be bothered to repaint your vehicle? Then hold down L, R and all four C buttons on the car select screen, then move



the D-pad up or down. Once you've done that, you can change the car's colours by holding the L and R buttons and up or down on the d-pad, then pressing any of the C buttons.

## PLAYSTATION MODE

This cheat removes bi-linear filtering. If you're not a technoponce, it takes off the blurring and makes everything look horrible and blocky! During a game, press B, Left, Right, Up, Left, Z, Right for a ticket to Blocksville.

## ACID MODE

Wow, far out, man! This strange code lets you see what it's like to drive while out of your head on illegal substances. During play, push C Down, Z, B, Up, Up, Right for that full-on hippy vibe.

## ALL TRACKS

To get this to work, you have to be on the title screen, since pressing A will put you onto the selection screen. Rest assured, you can play the Strip Mine track.

When the Kemco logo appears, quickly press A, Left, Left, Right, Down, Z – you'll then be able to play the Strip Mine track (and any others you haven't already opened) in Arcade and Time Attack modes.

## VIEW STRIP MINE

If you don't want to cheat your way to it, but still want a sneak preview, you can see a tour of the Strip Mine track during the credits by going to the credits icon in the options menu and pressing Left, C Down, Right, Down and Z.

## BEACHBALL CAR

Complete all six seasons of the fourth year to receive the Beachball Car or enter B, B, A, Left, Left, C Down, A, Right on the Arcade mode-selection screen.

## CUPRA (ICE CUBE) CAR

Complete the six seasons of the third year or enter C Down, Up, B, Right, A, C Down, A, Right on the Arcade mode-selection screen.



## HELMET CAR (OR MINI)

Enter Up, Up, Z, B, A, Left, Left on the Arcade mode-selection screen.

## TUROK DINOSAUR HUNTER

Enter the following in the cheat menu provided in the game:

**DNCHN** – Dana mode, gives you tiny enemies.

**DLKTDR** – Pen and Ink mode, turns everything into sketches.

**SNFFRR** – Disco mode – you figure it out!

**THBST** – Gallery mode – lets you view all the characters.

**CMGTSMMGGTS** – All weapons.

**BLLTSRRFRND** – Infinite ammo

**FRTHSTHTTRLCK** – Unlimited lives.

**THSSLKSCL** – Spirit mode all the time.

**GRGCHN** – Greg mode – loads of weird stuff!

**FDTHMGS** – Credits.

**RBNSMTH** – Robin mode, infinite everything, invincibility.

**CLLHTNMTN** – Quack Mode (*Quake* mickey-take).

**NSTHMNDNT** – Show Enemies.

**LLTHCLRSFTHRNB** – Weird Colours

**NTHGTHDGCRTDTRK** – Weapons, invincibility, level warps,  
infinite ammo, big heads, the lot!

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## VIEW ENDING

Enter the everything code, turn on the invincibility option (always handy) and warp to the Campaigner. Sort him out and the ending is yours for the watching, for as long as it lasts (not long).

## WAR GODS

### ACCESS CHEAT MENU

When you're on the initial War Gods title screen, before the game options appear, just press D-pad right three times, B, B, A, A. If you've got it right, a voice will boom out to inform you of your success.



## EASY FATALITIES

Once the cheat mode is active, to make killing a whole lot easier press A, B and the C Up and C Right buttons simultaneously after defeating your adversary.

## PLAY AS EXOR

On the character selection screen, push Left, Down, Down, Right, Left, Up, Left, Up, Right, Down on either the D-pad or the analogue stick then select any character. You will play the round as Exor.

## PLAY AS GROX

On the character selection screen, push Down, Right, Left, Left, Up, Down, Right, Up, Left, Left on either the D-pad or the analogue stick, then select any character. You will play the round as Grox.

## WAVE RACE 64

### DIFFERENT COLOURED JET SKIS

On the jet ski selection screen, press Up on the analogue stick to change the colour and A to select it.

## RIDE THE DOLPHIN

In the Stunt Mode, choose to visit Dolphin Park and ride the rings using the following special moves:

**Handstand Backwards**

**Riding Standing**

**Somersault**

**Single Flip**

**Dive**

**Sideways Roll (in both directions)**

If you do all these in the correct order, the dolphin will squeak. Now go to the Championship mode, normal and warm up, and press Down on the analogue stick and then A to get the dolphin.



## WAYNE GRETZKY'S 3D HOCKEY

### HOT NEW TEAMS

Select 'Set up' from the main menu and in the options screen, hold down the L and press: C Right, C Left, C Left, C Right, C Left, C Left, C Right, C Left and C Left. A 16 digit code will appear and four new teams will now be available.

### ALTER PLAYER SIZES

In the options screen, press and hold C Up and press R to display a 16 digit code. Change the digits using the C buttons and you will alter the legs, bodies and heads of all subsequent players.

### INVISIBLE PLAYERS

Pause the game during the face off and select the Replay mode. Use L to choose a team member, and then press R to select an opponent. When flashing, press Z and they will turn invisible.

## WAYNE GRETZKY'S 3D HOCKEY '98

### OLD TEAMS

To play with some older teams, hold down L on the Options screen and (without releasing L) enter the following code: C Right, C Left, C Left, C Right, C Left, C Left, C Right, C Left, C Left.

### DEBUG MODE

Teach yourself programming! Or not. You can play with the appearance of the hockey players using a 16-bit register. Modify the first six bits of the register by using the following button combinations.

C Down & R – alters bits 1 and 2

C Left & R – alters bits 3 and 4

C Up & R – alters bits 5 and 6



**REGISTER EFFECT**

|        |   |
|--------|---|
| 100000 | Gives you wide players.                   |
| 010000 | Gives you wide players with big heads.    |
| 110000 | Gives you wide players with small heads.  |
| 001000 | Gives you small players.                  |
| 000100 | Gives you tall players.                   |
| 000010 | Gives you small players.                  |
| 000001 | Gives you thin players.                   |
| 110110 | Gives you tall players with small heads.  |
| 010010 | Gives you small players with large heads. |
| 010101 | Gives you tall players with large heads.  |
| 010001 | Gives you thin players with large heads.  |

**WCW VS NWO:  
WORLD TOUR****PLAY AS DALLAS PAGE**

Choose WCW in the League Challenge and play through till you reach Dallas Page. Once you've successfully defeated him he will be available on the select screen.





## PLAY AS GLACIER

Also in League Challenge mode, if you beat IU you'll then be able to access that frosty wrestler Glacier.

## PLAY AS RANDY SAVAGE

If the Macho Man is more your cup of tea, beat NWO and you'll be able to play as Randy Savage himself!

## PLAY AS WRATH

The character of Wrath can be gained by playing as DOA and beating him in single-player mode. Then he'll be yours to wreak havoc with.

A new game mode entitled 'Whole World Wrestling' will be available once you've successfully completed the other modes. Within this mode, you'll eventually meet two bosses, one for the Heavyweight category and one for the Cruiserweight category. Once you've beaten them, they'll be available as selectable characters. The characters are as follows:

WWW Super Cruiser – Black Widow

WWW Super Heavy – Joe Bruiser

## WORLD CUP '98

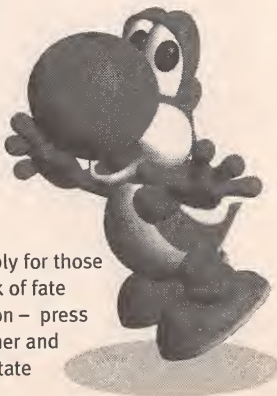
### CHANGE SCORING SOUNDS

Tap A, B, C Left, or C Down after scoring for different game sounds.

## YOSHI'S STORY

### INSTANT DEATH

For all you sadists out there – and possibly for those of you who find your Yoshi by some quirk of fate stuck in an impossible-to-escape situation – press and hold the Z, A, B and L buttons together and your Yoshi will expire regardless of the state of his health at that time.













# ULTIMATE CHEATS

**Are you a dirty rotten scoundrel? If you are, then you'll love this book! Masses of cheats for all the top Nintendo 64 games await you inside, courtesy of the game-busting dudes at 64 MAGAZINE!**



Paragon Publishing Ltd  
Paragon House  
St Peter's Road  
Bournemouth BH1 2JS  
Tel: (01202) 299900 Fax: (01202) 299955  
<http://www.paragon.co.uk>